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MAGAZINE SYSTEM

ISSUE #28
JULY '95

FIRST SHOTS OF THE
ULTRA 64!!!

CHRONO TRIGGER
the hottest RPG yet?

SUPER INTERNATIONAL CRICKET
it's finally here!

kirby's dream land 2

Lion King on the NES

FIFA INTERNATIONAL SOCCER

STAR TREK - STARFLEET ACADEMY

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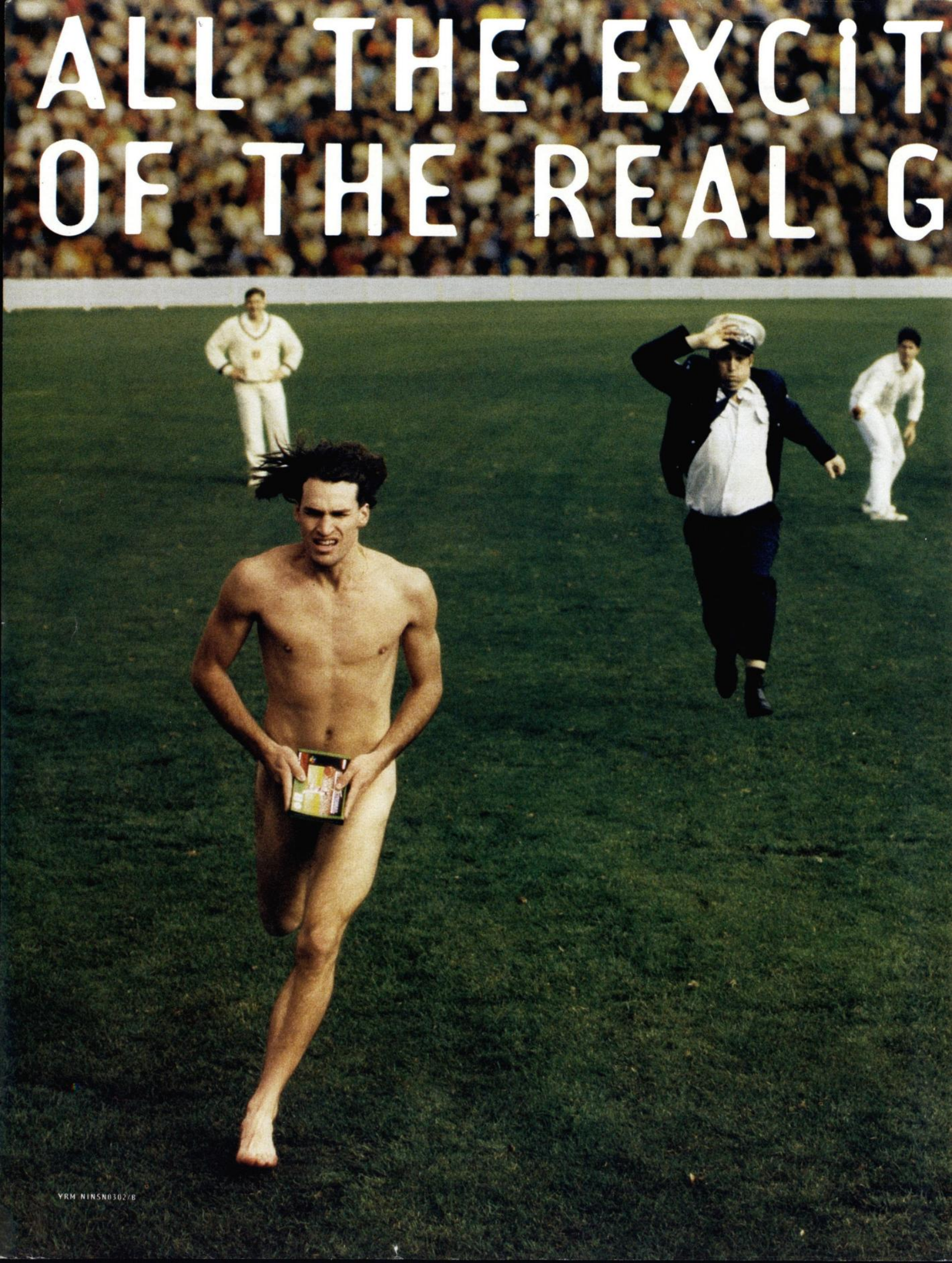
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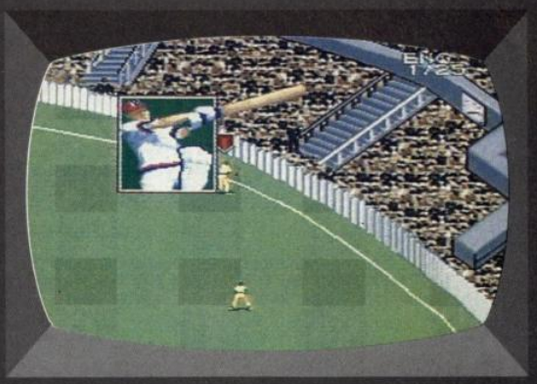
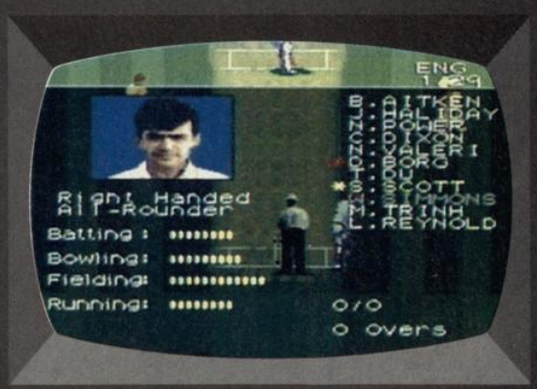
EMENT AME...

Almost. There's eight super-real international teams (complete with reggae band). Deep square leg, fly slip, leg gully and silly mid-ons. Stump Cam for close-up action. One day, World Series or an epic Test Match. Just pad up and start wielding that willow. New Super International Cricket for Super Nintendo has all the cricket action bar the streaker. You can hook, drive, cut, slice, dice and julienne. Solo or against your fiercest friend. Don't pull a hammy though, it's your turn next to field. If there's life in the wicket, send in your fastest bowler. If there's turn in the wicket, adjust your set. A dead wicket? Pray for rain. Be warned though, the game is so real, you can play for five days and no one wins. Great.





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JUST WONDERFUL REALLY
Mary 'Yes, I Still Write These Every Month' Gillespie

BIKE COURIER
Andrew 'Allo Allo Allo, Is That A Pair Of Lycra Bike Shorts Then?' Iredale

NOT QUITE AS TERRIFYING AS HE LIKES TO THINK HE IS
Senor Skull

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Gary Harrod

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Geoff Shaw, Derek The Drop-Bear

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FANCIES HIMSELF AS JOHN TRAVOLTA
Rod 'But Really Only Has The Jowls Right' de Martin

TO E3 OR NOT TO E3?

That seems to have been the question on Nintendo's mind recently. Hot on the heels of some gilt-edged rumours that the mucho-awaited Ultra 64 would be unveiled at the Los Angeles E3 came the news that not only would the Ultra 64 remain under wraps for a while longer but that it was, in fact, going to be delayed! That's right, no Ultra 64 for Christmas, kiddies.

The reason offered was that while the hardware was ready to go, Nintendo wanted to give its software suppliers the opportunity to learn how to exploit the Ultra 64's capabilities fully so that it can be released with a selection of high quality games already available for it. Given the problems with software on some of the newer hardware units that have come onto the market, you'd have to say "Well, fair enough."

On the other hand, HOW MUCH LONGER DO WE HAVE TO WAIT?!

I'm reliably informed that the Ultra 64 WILL be on sale in Australia in April 1996 AND I'm also reliably informed that it will retail at under A$300. (Anyone laying bets on $299?)

So, where does that leave us?

I'll tell you. It leaves us with another WHOLE YEAR of hype to endure before we even lay eyes on what by all reports is a killer konsole! Humpf!

I've got another problem with the Ultra 64 - where are all the new arcade games that are supposed to be following Cruis'n' USA and Killer Instinct, huh? Where, where, where, indeed? Not bloody here, that's where! It's (nearly) enough to make me cry.

I mean, as you read this issue you will notice that we have a review of Super International Cricket. Yip, the game that was due out in ... 1993. Well, now it's finally out. Nearly two years late. (Bear with me, I'm working up to something here.) What I want to know is WHY IS EVERYTHING IN THE LAND OF NINTENDO ALWAYS SO @#%&* LATE! Remember the Super NES? How late was that!?! A couple of years! And what about my Christmas present from Nintendo - I'm still waiting!!

Now, keeping eager gameheads waiting is not a strategy confined solely to Nintendo, it's practically a games industry tradition - every company involved is guilty of it as they try to retain that elusive quality, your loyalty, while somehow keeping pace with your expectations. And seeing as the later is practically impossible, games companies have to hype you on the product that they hope they will have the technology to produce sometime in the (hopefully) near future.

So now you know - IT'S ALL YOUR FAULT! (Surprise!)

Illustration by Derek The Drop-Bear

NINTENDO NEWS NETWORK

NINTENDO ULTRA 64 DELAYED

In an press release issued only days before the E3 show in May, Nintendo of America announced that the Ultra 64 console will not be released in North America and Europe until April 1996. The NU64 will be officially unveiled at Nintendo's annual Video Game Exhibition in Makuhari, Japan on November 24-26, 1995 and in America at the Las Vegas CES on January 5, 1996.

This will come as a disappointment to gamers eager to experience true 64-bit gaming, however Nintendo has qualified its decision in its press release, with NOA chairman Howard Lincoln stating "...we've decided to give our software developers additional time to maximise the power of this system in their game creation." What this means is that rather than releasing the NU64 this year with only a handful of games that have been rushed to completion, Nintendo wants to offer its customers a wide choice of top quality games that have been honed to perfection, and when you look at the list of games being prepared for launch you'll understand why. Mario, Zelda, Pilotwings and the ever popular Mario Kart all have sequels which are currently under development and are destined for the Ultra 64.

Australia is also believed to be getting the NU64 in April and Nintendo has hinted at an Australian price of only $300, with games from Nintendo to be under $100!

iD Spells DOOM For All!

Doom is coming to the Super NES. Although iD Software was upset by Nintendo's censorship of blood in the Super NES conversion of Wolfenstein 3D, the since relaxed attitude of Nintendo Of America, due in part to new rating guide lines and pressure from consumers, has brought iD Software together with Williams and Sculptured Software to produce a version of Doom to the Super NES. Doom, for those who've had their head in a bucket of sand for the past two years, is one of the most popular computer games ever, with a cult following greater than anything Pac Man or Mortal Kombat could ever hope to achieve.

Doom places you in a pseudo 3D environment and give you lots of big guns and lots of big, scary monsters to unload them into. And that, basically, is it. Each level is a maze of corridors and rooms filled with hideous beasts intent on eating you, and to reach the exit of each level you must blast your way through them to find concealed access keys and control switches.

The Super NES version uses the FX2 chip to speed things along and promises to include all the features of the PC original. There's even talk of Doom being multi-player compatible with the new Super NES X-Band modem (see news item). The only difference will be the resolution, which, unfortunately, will drop in quality to allow for technical limitations, but the gameplay will be identical.

Doom is due to be released in September in the US and we are eagerly awaiting news of a Pal conversion.

E3

Los Angeles was the venue for the first annual Electronic Entertainment Expo and it was one of the biggest shows the game industry has seen yet. The 'next generation' machines were the focus of the show as both Sony and Sega will be releasing their 32-bit consoles in the US this year. Having already announced the delay of the Ultra 64, Nintendo kept a relatively low profile leaving Sony to steal the show with the announcement of a US$299 price tag for its Playstation. The competition has never been tougher and things should definitely start to get interesting around April next year.

SUPER NES AND GAME BOY

Despite the absence of the Nintendo Ultra 64, there was plenty to be excited about for Super NES owners, with a number of top titles showing that the 16-bit machine still has a lot of life left in it. Here's a rundown of Super NES games to look out for in the coming months.

Donkey Kong Country 2: Diddy's Quest was the expected sequel to Nintendo's ground breaking hit of last year. You play as Diddy as he journeys to save his pal Donkey who has been kidnapped! This time you're helped by Diddy's girlfriend, Dixie Kong! The game is 32 megabits and follows its predecessor both in terms of graphics and gameplay.

Nintendo's other big title was the Super NES conversion of **Killer Instinct**. Virtually identical to its 64-bit big brother, the Super NES version misses out on nothing and will be available here in September for under $99! A Super Game Boy version will also be released and has been refined to use only two buttons, although all the characters have been included.

Williams also had two major titles for the Super NES, **Doom**, which is previewed on the previous page and **Mortal Kombat III**. This looks really good - closer to the arcade version than you might think, and will be released along with the Game Boy version in October on Friday 13th - that's Mortal Friday!

Shiny Entertainment has been purchased by Interplay, but that didn't stop them showing off **Earthworm Jim 2**. This looks even better than before, with rendered 3D sprites and hideous bosses. Also on the way is a game based on Jim Lee's **WILDC.A.T.S.** comic.

Batman Forever will be going up against **Judge Dredd** later this year, both on the big screen and on the Super NES, thanks to Acclaim. Judge Dredd we previewed last month and Batman Forever looked great, with amazing digitised graphics from the movie made possible by Acclaim's new rendering software. Also coming from Acclaim is **Revolution X**, though interesting to see if it's censored to get a lesser rating than the arcade game.

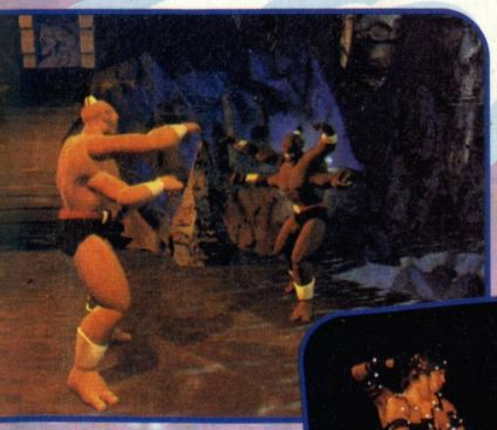
VIRTUAL BOY

Mario Clash, **Mario's Dream Tennis**, **Red Alarm**, **Telero Boxer** and **Galactic Pinball** are the games that will come out with the Virtual Boy when it is released in America on August 17th for US$179.95, though there's still no confirmation of an Australian release.

ULTRA 64

Although there was no working Ultra 64 to be seen, Nintendo did show us what it will look like. As you can see there are four joystick ports and cartridges resemble Super NES carts. However, there was a distinct lack of games for the NU64. Perhaps Nintendo has asked all third party developers not to show anything until all is ready? All Ultra 64 titles will either be exclusive to the system or will be sufficiently changed from other versions.

GameTek gave out press releases hyping up its **Robotech Academy** game. Other titles so far announced include a special versions of **Mortal Kombat III** and **Street Fighter II**. Mindscape is working on a basketball game called **Monster Dunk** and the *Star Wars* game that Lucas Arts is developing will be based on the forthcoming **Shadows Of The Empire** books and comics. The storyline focuses on Darth Vader's association with shady underworld characters such as Jabba the Hutt and a mysterious new figure called Xizor.



MORTAL 3D

Mortal Kombat is about to terrorise television sets yet again when a new computer animated video from Threshold Entertainment is released. *Mortal Kombat: The Journey Begins* delves into the Mortal Kombat mythology in a 45 minute 3D extravaganza. The characters have been animated on SGI workstations with Acclaim's motion capture software recording the movements of martial artists and the results are phenomenal! The video is due to be released in America in the lead up to the live action film, though details of an Australian release have yet to be confirmed.

My, that's a big nose!

Disney's latest classic cartoon masterpiece to be re-released in cinemas across the world this year is the tale of an old wood carver and his pseudo son - Pinocchio! And just as with Aladdin, The Jungle Book and The Lion King, Virgin is developing the Super NES version of the woody little chap's story. It's shaping up to be typical platform fare, but you already know it'll be filled with wondrous graphics, sparkling sound and the usual dose of Disney magic.

BLAST IT!

The man with the hat is back! No, not Indy! We mean the Bomberman in a suspiciously familiar looking hat! From Bomberman 2, that is. Hudson Soft has converted Bomberman 2 to the Game Boy and as well as the challenging story mode, players can take part in a four-way battle when the game is played with a Multi Tap on a Super NES through the Super Game Boy. So you really don't need a Game Boy at all to get the most out of this Game Boy cart!

X-COMMUNICATION

This year American Super NES owners will be able to play against an opponent on the other side of the country thanks to the X-Band Super NES modem from Catapult. With the X-Band modem firmly inserted into the cartridge slot of the Super NES and the chosen game put in on top of that, players can call up and connect to the X-Band network which will then find a challenger with the same game. Challenges can be prearranged or the X-Band network will find one for you of equal skill. The X-Band modem costs about US$70 and there is an additional subscription fee which starts at US$8 per month for 32 credits, with each credit buying one connection to the network.

The X-Band currently supports Mortal Kombat I and II, NBA Jam, NHL '94 and '95 and Madden '95, and all new two-player competitive games will be compatible, including Doom! The network stores the player's name, alias and score sheet and it can also send and receive X-Mail messages to other X-Band members. The service also provides a daily news letter and weekly X-Band News which posts high score tables and notifies players of upcoming tournaments.

The Super NES X-Band modem runs at 2800 baud and contains 8 Mbits of internal ROM storing menu graphics and animations, as well as 64K of RAM to store commands sent from the network. The X-Band has been up and running in a number of test locations across America and has so far met with overwhelming success, and the official launch of the Super NES X-Band will take place later in the year. Unfortunately, there are currently no plans to set up an X-Band network in Australia.

Playing against gamers in America is theoretically possible, but you would need to have an American NTSC Super NES and very understanding parents when the phone bill arrives!

Drac's back!

Konami's classic Castlevania series has been exhumed for the Super NES for a second time with the brave boy Belmont returning once again to fight the evil armies of undead led by none other than Dracula himself! In Dracula X you're up to your eyeballs in 16 megabits of zombies, skeletons and whatever else Drac can drag up from beyond the grave and reanimate, with only your trusty whip and handy power-ups to see you through. Gameplay-wise it looks to be very similar to Castlevania IV, but that's not such a bad thing now, is it?

Konami plans to release Dracula X in the third quarter of this year and we're hoping Nintendo will pick up this, and other Konami titles, to release down under.

NEWS

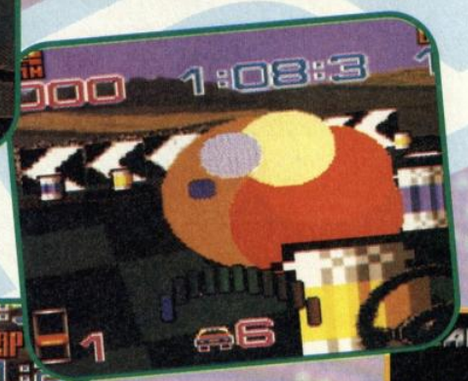
MORE CAPCOM CONFUSION!

Capcom has done it again - released another Street Fighter game, that is! But instead of going forward and coming up with SFIII, they've gone back to the roots of the original and made Street Fighter Legends. This is a remake of the original Street Fighter coin-op which featured punch sensitive buttons, but the game runs on the new Street Fighter/Dark Stalkers/X-Men game engine. The graphics have been redrawn in classic anime style with big colourful sprites, and the sound is presented in glorious Q-Sound. Ryu, Ken, Sagat and Chun Li join several fighters from the original Street Fighter game as well as a few new ones. All the special moves, plus new ones, are there, as well as the now standard feature of a rage gauge.

Street Fighter II is also making the long-awaited transition to the Game Box. This will be a conversion of the first Street Fighter II game and only the original eight characters will be selectable. This game is due out in September and will feature a two player link facility.

road hazard ahead

You may have heard about Dirt Racer, the latest game for the Super NES featuring an FX2 chip. Some of you may have even been looking forward to it. Well, it's been released overseas and we've had a go of it and, well ... it's not quite what we hoped it would be. The graphics move at a pace that would make most snails laugh and the control is atrocious to the extent that negotiating the courses is a nightmare. No sir, we don't like it! A shame, really, as this was one driving game that had promise. NMS recommends all driving enthusiasts to stick with Stunt Race FX and avoid this shambling FX trip at all costs.



NEWS

RPGs Ahoy!

Eeek! A Mystic Ark mammoth!

Time for a quick look at the latest Japanese RPGs that probably won't be released here for a long, long time, if at all.

Hot on the heels of Square's Chrono Trigger comes **Mystic Ark** from Enix. This appears to be another text heavy adventure with a vast plot lying underneath, but what caught our attention was the amazing quality of graphics in the battle sequences. Although it's basically still a matter of taking turns to hack numbers off your opponent's hit points, it does look very nice and would probably encourage more Western people to check out these sort of games.

Here are two shots from Square Soft's latest RPG.

Despite the success of Chrono Trigger, Square Soft's developers have been busy working away on a new epic adventure. The third instalment of the **Triangle Story** saga attempts to surpass the splendour of any past RPG with some of the most detailed graphics ever seen on the Super NES. Feast your eyes on this beautiful cottage, complete with a flower garden tended by the green keeper! The encounters with the supernatural bosses are suitably dramatic and there are also Mode 7 air journeys across the sprawling map. This looks like being the next big RPG title and you'll hear more about it in these pages soon.

Namco isn't particularly well know for RPGs, but **Tale Phantasia** could change that. Although the graphics don't quite match those in Triangle Story 3, Namco may have enough original ideas in Tale Phantasia to satisfy the RPG hungry Japanese. Only time will tell.

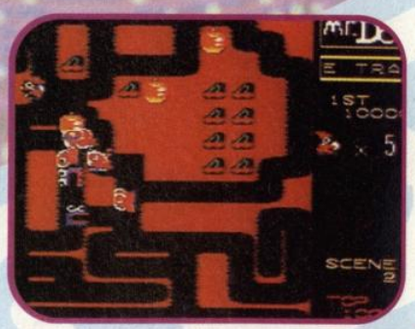
Namco's Tale Phantasia.

HOW GOOD ARE YOU?

Blockbuster Video has launched the second annual Blockbuster World Video Game Championship. Since the start of June, gamers have been registering at their local Blockbuster Video store in the hope of becoming the next world champ. The winners from each Blockbuster Video store will go up against each other in an effort to represent Australia in the world finals to be held in San Francisco. This year the age restriction has been lifted so now there are two classes; 12 and under and 13 and over. For more information rock round to the Blockbuster Video store nearest you or call (039) 639 3355.

DO IT!

Do you remember Mr Do!? Some of you may be too young to remember the delights of Mr Do!, but those who do will have fond memories of frantic tunnelling under and around baddies in order to get to the desirable clusters of cherries. Imagineer has converted this arcade classic to the Super NES in its original form for the retro hungry Japanese and released it at a budget price. Search out the import stores if you want it, 'cause it's highly unlikely to be released outside of Japan. All we need now is a conversion of Dig Dug and we'll be happy!



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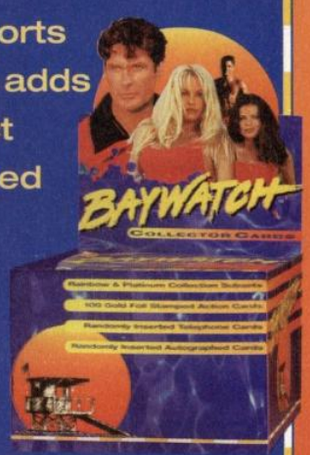
The foil-stamped base set is only eclipsed by the randomly inserted Rainbow and Platinum Collections. Other highlights include Autographed Cards and the all new Baywatch Phone Cards from Sports Time, Inc. It all adds up to a product that is calculated to take the industry by storm.



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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: BEAM SOFTWARE
- PRICE: $99.95
- RELEASE: OUT NOW
- GAME TYPE: CRICKET SIM
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1, 2 or 4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Difficulty, computer assistance, etc.

GAME INFO

- GAME ORIGIN: The long, long, long, awaited Super NES version of International Cricket on the NES.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Get more than 100 runs in an innings.
- ALTERNATIVES: None, except for the NES version.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Okay

(A) Leg side stroke; Inswinger or Off Spinner

(B) Straight stroke; Off Cutter or Top Spinner

(X) Defensive stroke; Leg Cutter or Straight

(Y) Off Side stroke; Outswinger or Leg Spinner

(L/R) Left: Add loft to stroke; slower bowl
Right: Add power to stroke; faster bowl

(S) Start: Pause/unpause
Select: In-game options

GAME CREDITS

- DEVELOPED BY: BEAM SOFTWARE
- DISTRIBUTED BY: NINTENDO
- MADE IN: AUSTRALIA!
- ARTWORK: © 1995 BEAM SOFTWARE

For six thousand years the people of the Australisian sub-continent have been waiting. Waiting patiently. The occasional glance toward the heavens and the odd letter to Skull were the only signs that something was amiss. Then one day a blinding flash came from above and the heavens parted. A laser beam split the sky and lo, Super International Cricket came into existence! The people's long wait was at last over! But was it worth it?

There haven't been many cricket games on the Super NES. In fact, with the exception of this one, there haven't been any at all. This probably has something to do with the nature of cricket itself, after all a dozen men standing around on a patch of grass all day occasionally picking up a stray ball doesn't exactly make for an action-packed game, which is what the public apparently want. But how wrong are those who think this way! The excitement of cricket is generated by the epic battles of mind power played out between the bowler and the batsman. Anyone can kick a ball from one end of a field to the other, but it takes great skill and determination to hit a target that is closely guarded by another human standing only meters away. And that, dear reader, is the objective of the game called cricket.

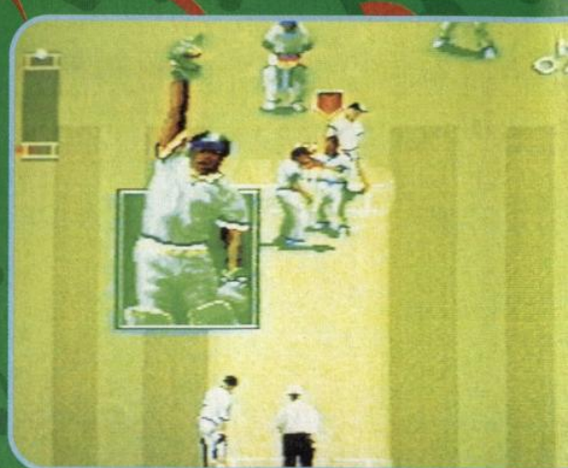
COMMENT

ROD

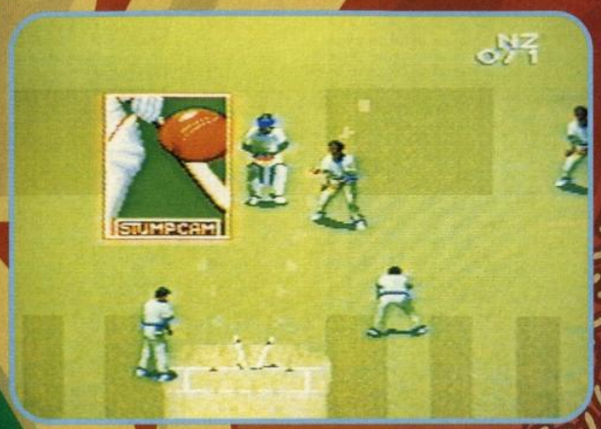
After wetting my pants with excitement at finally playing a game that NMS was first promised about a year and a half ago, I have to admit that I'm a bit disappointed. After all the delays and extra time spent developing the game from the NES original, I really can't see where all the work has gone. The animation is pretty lame, the close-up screens are pathetic, control over your fieldsmen is limited and the statistics screens, which ARE cricket, are incomplete. And there's no Richie Benaud (or anyone else) in the commentary box!

On the other hand, both the bowling and batting actions are quite good and, let's face it, there's not much more to a game of cricket. In two-player mode you can really get a bit of test cricket atmosphere going and psych out your opponent with a steady stream of bouncers, yorkers and appeals from the fieldsmen. As in the real game, winning in Super International Cricket is as much a matter of holding your nerve as it is getting those vital runs.

All in all, SIC is a good cricket sim but lacks the attention to detail that would have made it great.



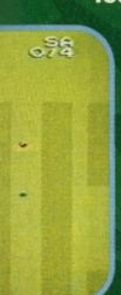
Super International Cricket



HEADS OR TAILS?

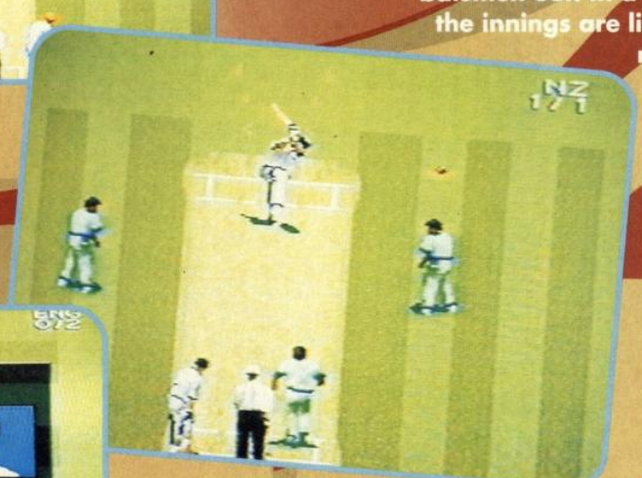
Unless you're playing the fast game, which cuts straight to the action, the first thing you have to do after choosing your team is admire the umpire's coin collection. Fortunately he's new to this riveting hobby and so far he's only managed to collect one coin, so this won't take long. Oops, he dropped it!

While the umpire is looking for his lost penny you can make any final changes to your team's line up. Have a look at all you player's skills and make sure all your batsmen know how to hit the ball and that your bowlers know how to bowl it. You may want to change the order in which your batsmen come on to the field, as there's nothing worse than needing only a few more runs in the last over and finding that you've sent an unskilled baboon to face the fury of West India's fast bowlers!



OVER AND OVER AGAIN...

The two teams take turns at batting and bowling, with each turn being called an innings. In a test match, each team gets two innings, alternating between batting and bowling, and the innings lasts for as long as it takes to get all the batsmen out. In a one day match the innings are limited to a set number of overs, with each over comprising of six deliveries by the bowler. See, cricket isn't confusing at all!



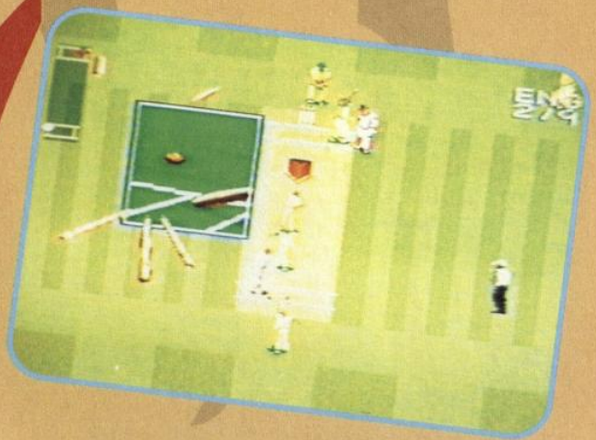
ATTACK, ATTACK, ATTACK!

With the tables turned, now it's your chance to destroy the deadly Stump Empire, but first you have to get past the batsman. There are two main choices here, you can either use a fast bowler to try and break through or a spin bowler to get around the batsman. Just as in batting, the A, B, X and Y buttons each affect the way you bowl in different ways, but we'll leave the instruction booklet to sort that out for you. Just make sure you don't step over the white line before releasing the ball or a No Ball will be called and the opposing team will get an extra run added to their score.

DEFENDS OF THE UNIVERSE

Armed only with your trusty piece of carved wood, you are sent to the middle of the arena to kill the Christians. Wait, that's gladiators! No, your mission is to protect three spindly stumps from the evil Lord Bowler. Once the ball is released from his mighty grip you must try to judge which way it's going to go after it bounces and respond with the appropriate stroke. Your options are:

A button - a Leg Side stroke across your body.
B button - a straight stroke back towards the bowler.
X button - a defensive stroke used to deflect the ball back behind you.
Y button - an Off Side stroke played away from you body.
These strokes can all be affected by using the L button to add height or the R button to add power.



COMMENT

ANDREW

Cricket isn't exactly my idea of an exciting video game, but considering the anticipation Aussie gamers have had for this game, and the fact that it's been developed in this very country, I though I'd better give it a fair chance. And a good job that I did, as Super International Cricket turns out to be one of the more enjoyable two player games I've played for a while. Both bowler and batsman have enough variety in the way they bowl and hit the ball that no two balls are ever the same, and this makes for exciting, unpredictable games.

What I didn't like was the sloppy fielding by the computer, as often the fielders don't start running until the ball has gone past them and this can be very frustrating. But apart from that Super International Cricket is a very well thought out game. The graphics aren't crash hot, but they do the job they were made for and the sounds are sparse but true. The umpire's calls are clear and there's never any doubt as to what he said, and most of the time you'll agree with him.

Super International Cricket is definitely a game for rainy weekends when you can sit down with a friend (or your dad) and play a full test match. I'd recommend it to all cricket fans and anyone after a gruelling two player battle of wits.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ The players are animated convincingly and everything is in the correct perspective.
▼ Pretty sparse, but that's cricket for you.

78

SOUND

▲ All the effects are good and the umpire sounds great.
▼ You only get one piece of music throughout the whole game.

72

PLAYABILITY

▲ There's heaps of scope to develop your own batting and bowling styles, and once you've done so there'll be no stopping you!
▼ Fielding is the only weak point.

86

LASTABILITY

▲ A two player game is always enjoyable...
▼ ...but playing the computer can become predictable and tedious.

79

OVERALL

Super International Cricket is an excellent cricket sim that, despite the minor presentation flaws, will keep fans happy for months. Only fools and cricket haters would dare to miss it!

81

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ACTION

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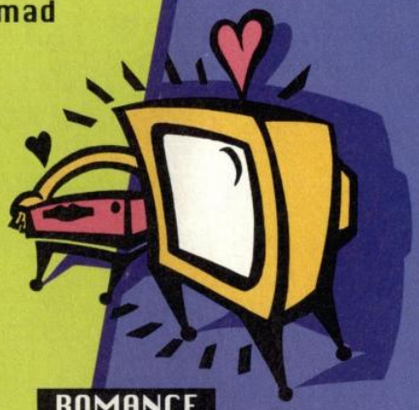
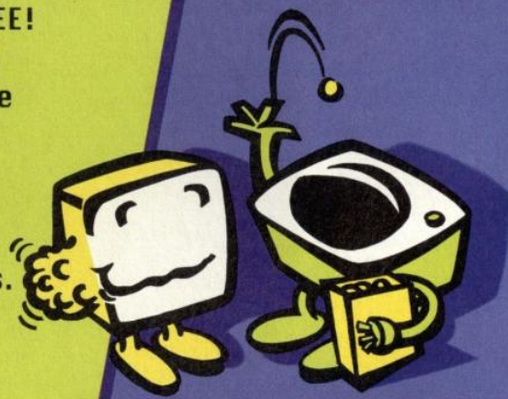


ROMANCE

SPORT



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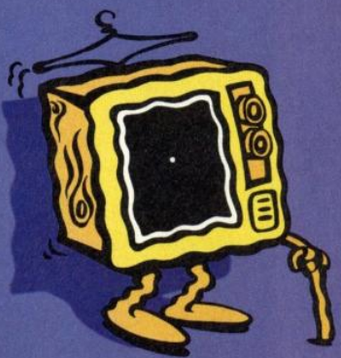

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: SQUARESOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ACTION RPG
- CART SIZE: 32 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Loads of them!
- OPTIONS: In game

GAME INFO
- GAME ORIGIN: The biggest, baddest, most impressive RPG from the Dream Project Team at Squaresoft
- GAME DIFFICULTY: Well balanced to suit all comers
- SCORE TO BEAT: Get past Speckio!
- ALTERNATIVES: Secret of Mana, Final Fantasy series, Zelda, Illusion of Time

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X — Inventory menus

A — Select Option

B — Cancel Option

Y — Move message screen

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

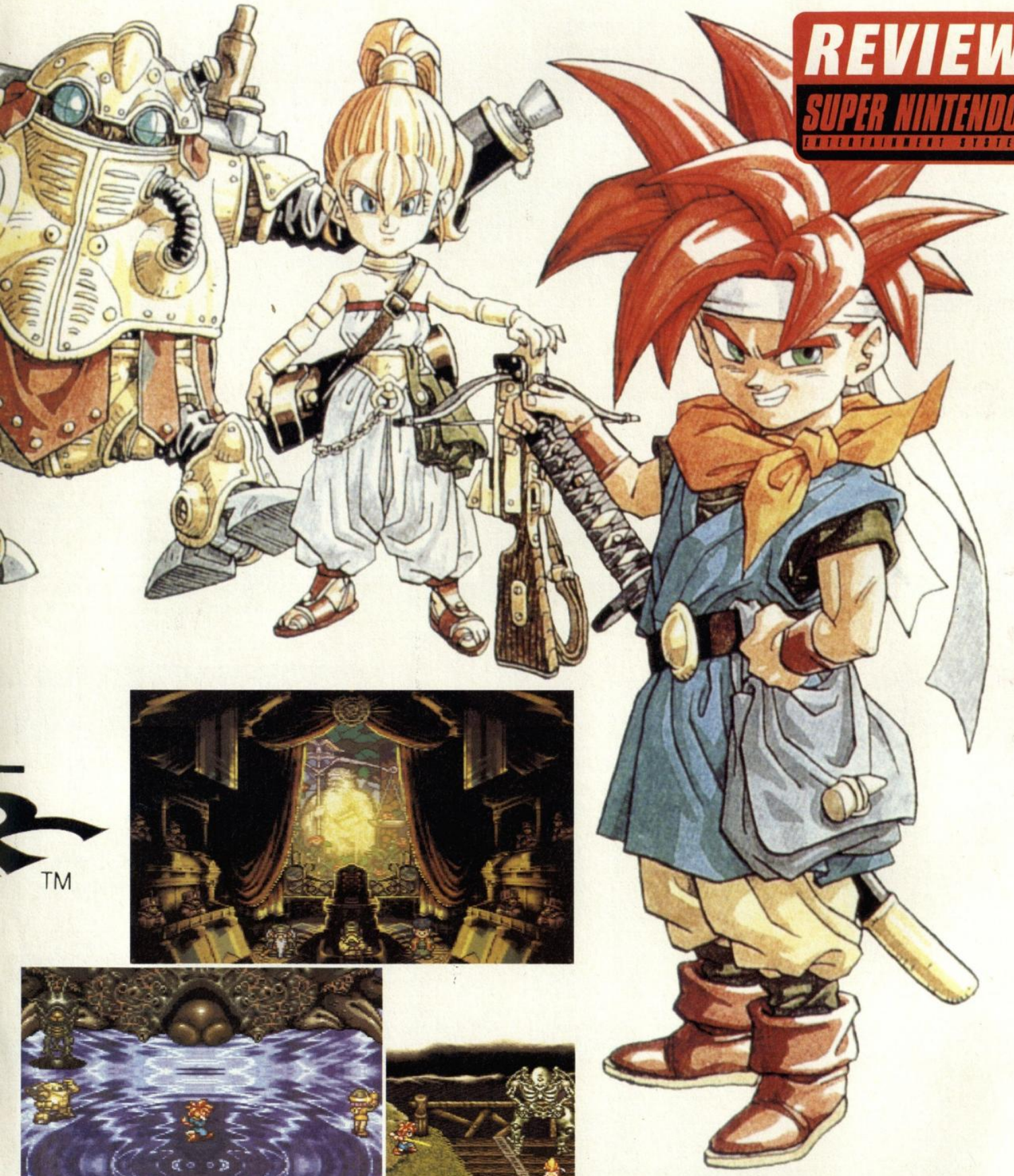
GAME CREDITS
- DEVELOPED BY: SQUARESOFT
- DISTRIBUTED BY: SQUARESOFT
- MADE IN: JAPAN
- ARTWORK: ©1995 SQUARESOFT

CHRONO TRIGGER クロノ・トリガ

Take one Yuji Horii (creator of Dragon Quests 1-6), add a large dash of Hironobu Sakaguchi (director of the Final Fantasy series and Squaresoft's Vice President), and stir in some Akira Toriyama (Mr Dragon Ball Z and Japan's most successful comic book artist). Now sprinkle a team of over 50 of Japan's top games developers, and leave for two years. Finally serve in a 32 MEG cart and become the most eagerly awaited title in Japanese gaming history. The end result: CHRONO TRIGGER.

Today for our in-depth review we are fortunate enough to be joined by Chrono, star of Squaresoft's greatest RPG to date:

NMS – So Chrono how does it feel to be Japan's number one star?
CHRONO – Well I can't take all of the credit for the hard work that's gone into the project. I must thank my co-stars – Marl, Lucca, Kaeru, Robo, and Eira – and the crew for their support over the past two years. Without them we couldn't have pulled it off.
NMS – Take us through some of the high points and low points of the quest.
CHRONO – Hmm, let me think. Most definitely the highest point must have been when we finally succeeded in putting the wrong to right, but the less said about that the better. I don't want to ruin the quest for the readers. I particularly fond of the whole market place scene, I feel it successfully introduces the adventure and the everyday life of the characters.
NMS – How did you cope with all of the time travelling? Any problems with time lag?
CHRONO – Nothing of the sort. But it did get a bit hectic trying to keep up with all of the possible repercussions of tweaking the time/ space continuum. Lucca is the specialist in this field. We were lucky to have her in the team.
NMS – And the different time zones? How did you know where to go, what to do, how to tackle the beasts?
CHRONO – Where ever you go, no matter what you do, humans are all the same. Whether they're the mutants of a post-apocalyptic future, or primates, they're willing to help and guide you as much as they can. As for enemies, what can I say? Experience and experimentation count.
NMS – Everybody's dying to know if you manage to save your planet. Do you?
CHRONO – Now that would be telling wouldn't it?



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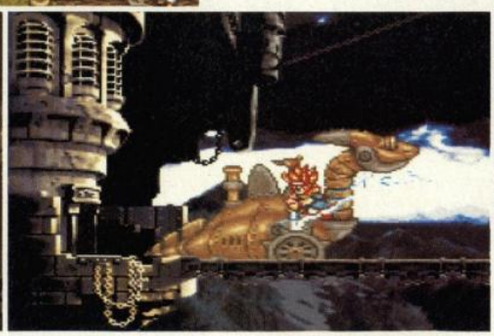


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

TIME TRAVELLERS

The happy band of explorers join forces at different times throughout the game depending on the time zone and the task at hand. Shall we introduce ourselves...?

CHRONO

Our hero and time travelling explorer, Chrono has the epic task of putting history back together. Touched by the hand of fate Chrono must gather together the five other members of the time team, and lead them into unchartered adventures in the six time zones. A Samurai Sword is his chosen weapon, which, with the help of a little magic, is used to devastating effect.

(ABOVE) Journey's beginning for young Chrono. Talk to Kitty the cat, and ask old Mother Trigger for an advance on your allowance.

(ABOVE) Take that! Chrono thwacks a blue Jary where it hurts.

MARL

Unaware of her heritage, Marl is the fourth generation of Time Pendant keepers. A beautiful, but rebellious princess, her fighting skills and magical powers are a vital part of the team's success. Although armed with a crossbow, she uses the butt of the bow at close range.

(ABOVE) The dramatic episode of the pendant and the teleport machine.

(BELOW) The first time Chrono and Marl bump into each other – quite literally!

(ABOVE) Do you, Chrono, swear to tell the truth, the whole truth, and nothing but the truth? It's a spell behind bars for the young whippersnapper.

LUCCA

Daughter of the scientist who invented the teleporting device responsible for all of the trouble, Lucca is the thinking part of the cutfit. Armed with a gas-powered pistol and, what can only be described as a croquet mallet, she also has a magic fire attack which can fuel super attacks from the other characters. A very useful boffin to have around in the future when there's rewiring to be done.

(ABOVE) The mechanised dinosaur proves a stumbling block until it is approached logically.

GLOBAL PERSPECTIVE

A hybrid of both Secret of Mana and Final Fantasy III, Chrono Trigger has an map view of the islands which the players can move around without hindrance. On the map key locations are highlighted when approached by the team and can be entered on a voluntary basis.

TOP HINT – You can save your progress at any point when on the map screen, well worth knowing!

KAERU

Sporting a hop and a skip, the reptilian member of the team bounces in to help out in sticky situations. First encountered in the Mediaeval time zone, Kaeru puts his broadsword wielding talent to great effect, especially when combined with Chrono for a cross-your-heart slash from beyond! Use his healing powers with care as they drain Mind Points (MP) very quickly.

(ABOVE) "Oh come on Kaeru, Robo's sorry for calling you a slimey scale-bag. Now can we carry on with the quest?"

(ABOVE) Kaeru's ultimate magic attack from his level three book of spells.

THAT'S FIGHTING TALK!

A good fighting system is crucial to the success of any RPG, and clearly Squaresoft have invested a lot of time in making Chrono Trigger's battles as fast paced and comprehensive as possible. Once a character's energy bar has reached full capacity, they have the choice of using a normal weapon attack, a magical attack, or an item. After a certain standard has been reached, Chrono can exploit another team member's magic for a super combo hit – very useful when fighting more than one strong enemy.

DETOUR

Feeling a bit chicken or just plain scared of monsters? Then why not take a serious detour and avoid enemy attacks. By using careful manoeuvring and the advantage loaned by those running shoes, the team can get out of tricky situations and head for the next location. Particularly useful when having to go through the forest time after time to reach the castle.

EIRA

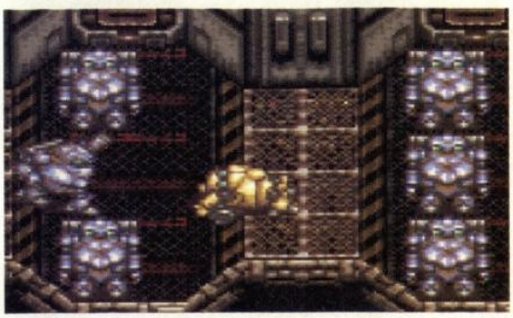
The babe from BC, Eira may come from a primitive society, but demonstrates instinctive fighting abilities. Her knowledge of the prehistoric landscape and ability to communicate with the locals will see you through the trials and tribulations of the primal sludge. Watch that girl head-roll!

(ABOVE) She's blonde, brave, and bearskin clad. Eira joins the team in their prehistoruic pursuits. Although at times they don't always see eye to eye.

ROBO

Tin can man from the future, Robo, forms a serious armour-plated part of the team. Programmed prior to the great disaster of 1999, his technical knowledge is the key to survival in the 24th century. His weaponry comes in the shape of a dual function particle beam that can be used to bring enemies to their knees, and to heal the parts other powers cannot reach. His loyalty is without fault, willing to sacrifice himself for his human comrades.

(ABOVE) Robo displays 360 degree laser power in one of his special attacks.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

TIME OUT!

In a plot more likely to be found in a swashbuckling Hollywood blockbuster, our intrepid adventurers are carried through six periods of the planet's history. In a freak accident with the Time Pendant and the Teleport machine built by Lucca's father, the team are going to have to face the realities of the future, the present, and the distant past.

PRESENT DAY: AD 1000

The beginning of the adventure and fateful meeting place of Chrono, Marl, and Lucca, the Present Day kingdom is initially a chance to get to grips with the control system and to build up an inventory of weapons and equipment. A home from home until the fateful moment when time stands still...

MEDIAEVAL: AD 600

First stop for the intrepid time trekkers, the land is ruled by a generous king and his only daughter. Much the same as the Present day until things go horribly wrong and people start to go missing. Can the happy band put an end to the evil forces at work?

(ABOVE) King, check! Princess, check! Court magician, check! Courtiers, check! Evil Knight, check! Looks like Mediaeval times to me.

THE TI

(ABOVE) All is revealed in the sorry tale of poor ol' Kaeru. After hearing his misfortune there isn't a dry eye in the house. Sob! Sob!

CHARACTER INFO

Ever in the pursuit of perfection, the team at Squaresoft have built on their already rock-solid reputation of easy-to-access Options and Item select. At anytime outside of a battle situation a quick flick of the X button brings up the menu. But even though the info is at your fingertips it can be confusing, so here is a step-by-step guide to wheeling and dealing in Chrono.

CHARACTER STATUS

Great for keeping tabs on the general condition of your troops, but even cooler for equipping party members with new weaponry and armour. Choose the character, move the cursor to the items, and click once. Increased stats are highlighted in blue click again to equip if they are improved.

MAGIC

Details of the characters' three spell books, running from basic to advanced. Access healing spells at any time from this location.

IN A STATUS

CONTROL PANELS

Whether you want to change the design of your message boxes, or the appearance of the attack bars, this section is customise central.

CHARACTER POSITION

Alters the attack formation of the crew. Chrono is always at the head of the team, but keep weaker members at the back.

SAVE GAME

As all veteran RPGers know, saving your game at all times should be second nature. Save either on the map screen or when you find a sparkly star in a dungeon.

ITEM

Pretty much self-explantory, but also gives a helpful description for mystery objects.

TUTORIAL

Find the hostel in the Present Day for some guidance from the local village elders. The Knight will instruct you in the art of fighting and how to use your magical powers to defeat multiple enemies. Whereas the others will give you general advice on purchasing equipment and an advance of a 100G.

ME, THE PLACE...

FUTURE: AD 2300

The barren wasteland of the future is host to all manner of mutants. Civilisation is only a distant memory to the poor unfortunate souls who seek refuge in what used to be the gleaming domes of ultra-technology. The multi-lane highways of efficiency are now the realm of bizarre half beast/ half machine bikers ready to challenge strangers to a race.

(ABOVE) The amazing Mode 7 bike chase of the future. Beat Johnny Bad-Year on the strip and clock some serious cash-money.

(ABOVE) Arg, it's the spaceship from the Last Starfighter! Well it's not actually, but be ready for boss action a'plenty from the central CPU and its drones.

PREHISTORIC: BC 65000000

Eira's home zone is a cave-dwellers paradise. A bizarre landscape of prehistoric plants and creatures, the team will have their fair share of nasties to deal with. Try out some of the local delicacies – yum, yum!

(ABOVE) "Right, so the entrance to the secret cave is third on the left after the tomb of the forgotten mammoth, perched on the mountain crest above the lava pits?" "Ugg!"

COMMENT - ANDREW

Chrono Trigger is currently only available in Japan and therefore all the text in the game is in Japanese. This makes it difficult to properly rate, as while you can still play the game through to the end, the intricacies of the plot are lost on English speaking people and you lose a lot of the 'feel' that the game has. If this doesn't bother you, go and find a copy now, but we strongly recommend you wait for the official version or at least the American one so you can fully appreciate the game as the developers intended. Having said that, Chrono Trigger is one of the most impressive games seen on the Super NES to date. The graphics and sound are above anything you've seen before and the structure of the game is such that once I started playing I didn't want to stop, even though I had little idea of what was going on!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ Superb! The best RPG graphics ever and they put the majority of other games to shame. Beautiful design, superlative intricacy.

96

SOUND

▲ Some of the most incredible aural treats on the Super NES. How did they pack all of the tunes into one cart?

96

PLAYABILITY

▲ Surpasses even the greatness of Zelda – and that's saying something. So many different game styles in one game, you won't be able to stop.

97

LASTABILITY

▲ More lastability than you can shake a stick at! This game is quite possibly the largest game on the Super NES. You will be playing this for weeks, or even months.

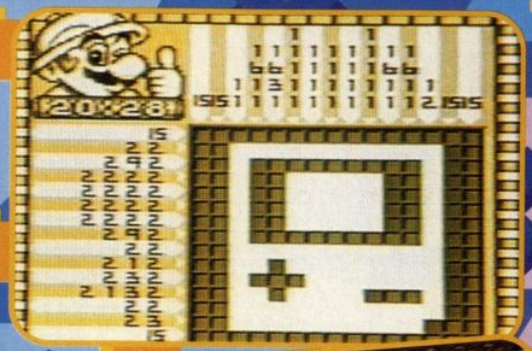
97

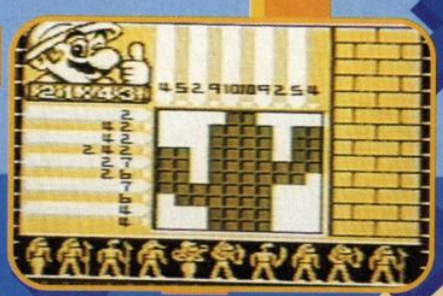
OVERALL

What, no rating?! It wouldn't be fair to give Chrono Trigger an overall score yet, as the Japanese text obscures one of the most important parts of any RPG - the plot. We'll give you our final opinion once the game's been translated into English.

Mario's Picross

"Eek! A puzzle game! Take it away!" That's the reaction we got when Mario's Picross was offered to the ungrateful swine know as NMS reviewers. Obviously the thought of having to use brain cells didn't go down too well amongst a generation raised on high speed shooters and beat 'em ups, but Mario sticks his friendly face in so it can't be that bad, can it?





WHAT? WHERE? WHY?!

The premise of Picross is to reveal pictures hidden on a grid before the time limit expires. The solution is set out before you in the form of numbers that correspond to rows on the grid. Each number shows how many squares need to be filled in on that particular line and your job is to work out where they fit in in relation to the numbers going along the other side of the grid. Fill in the squares you think need to be filled in, but if you make a mistake you will suffer a time penalty and if you run out of time the game is over.

COMMENT

ANDREW

You've probably played a Picross type game in one of those 'bumper fun holiday' puzzle books that are full of crosswords, mazes and other such time wasters, but on the Game Boy? Why?!

There's nothing wrong with the game itself, but I can't see the point of spending so much money on it when you could go and buy one of those puzzle books for only a couple of dollars! The Game Boy doesn't even give you a better image or cool animation of the puzzle when you've completed it, and the hidden pictures are lame, to say the least. Ooh! I uncovered a shoe! An apple! How thrilling.

I can only recommend Mario's Picross to well-heeled jet-setting executives who don't play action games and want something other than Tetris to amuse themselves with in airport lounges.

RATINGS

- BY: NINTENDO
- RRP: $44.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 2 MBIT

GRAPHICS — 68

The graphics do the job, but aren't very exciting. Don't expect any nice congratulation screens.

SOUND — 35

A selection of distracting tunes are provided, but thankfully they can be turned off.

PLAYABILITY — 77

The cursor moves freely and accurately and there aren't any control problems.

LASTABILITY — 55

The battery backup saves your best times, but there is a limited number of puzzles and once you've solved them you're unlikely to ever want to see them again.

OVERALL — 68

Mario's Picross won't appeal to many people, but it is engrossing and stimulating for a short while, such as when you're travelling.

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REVIEW

SUPER NINTENDO

CART SPEC
- BY: INTERPLAY
- PRICE: $59.95
- RELEASE: OUT NOW
- GAME TYPE: PLT SHOOTER
- CART SIZE: 8 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Sound

GAME INFO
- GAME ORIGIN: Blend two successful film licenses and voila, one dodgy game!
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete final level in time
- ALTERNATIVES: Any other scrolling beat 'em up that tickles your fancy.

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Average

A — Select weapon

B — Jump

X — Secondary weapon

Y — Main weapon

L/R — Left: Grease & oil change Right: Change radio station

S — Start: Pause/unpause Select: Nothing

GAME CREDITS
- DEVELOPED BY: INTERPLAY
- DISTRIBUTED BY: INTERPLAY
- MADE IN: UK
- ARTWORK: ROBOCOP ©1993 ORION PICTURES / THE TERMINATOR ©1984 CINEMA '84

How could anyone forget the Terminator movies? You may recall how Cyberdyne Systems produced a Terminator to protect us mere mortals but it eventually concluded that mankind would be best served by being, well ... terminated.

Meanwhile, with your origins in another series of movies, you as Alex Murphy (aka RoboCop), by some freak of a programmer's imagination, find yourself battling the mighty Terminator. Is this the fight of the century or is it just another hyped up movie licence? I certainly hope its potential isn't wasted, but the chances of that happening are very slim...

ROBOC TERM

COMMENT

BEN

It was quite clever of Interplay to combine the Terminator and RoboCop movies together to achieve one game. At least that way instead of producing two sub-standard games, they did it with one! I have no major grudges against this game, apart from the fact that I feel as though I played it in a past life. The graphics aren't as detailed as I expected and I really feel that a game with such strong licenses should have fully exploited this with graphics that reflect it. Not only is it ho-hum to look at, but it leaves you trying to to work out where where everything is. The sound is border-line, so the same screams come flying out of your speakers time and time again only in a different pitch. Oh and there is no decent music. Still, the playability is intact - NOT!

Maybe, and just maybe, if the developers had listened to the public they might actually produce something that we would like to play. I liked both of these movies, but this game does the licences no justice whatsoever. If you consider buying this game then consider your brain to be TERMINATED!

There are no prizes for guessing that a game based on the adrenalin pumping violence of the RoboCop and Terminator movies will contain a fair selection of powerful weapons. RoboCop has seven guns available to him, but you can only carry two at a time. You start with the pistol, but as the intensity of the action increases you will find other weapons lying around such as a laser

THAT'S A BIG GUN!

pistol, an ED-209 gatling gun and a handy missile launcher. A good missile launcher always livens up social gatherings, but RoboCop is guaranteed to be the life of the party when he pulls out his homing missile launcher! However, even this pales into comparison when Robo starts swinging his comba weapon. Not only does this spit searing bursts of plasma energy which are guaranteed to kill anything, but it also packs a handy grenade launcher! What more could you want?

OP
MINATOR

If you're into mindless shooters then don't read any further, this game will involve you moving in all directions, trying to find your way out of each level, not to mention killing everything that moves. Some challenges are thrown in, but none are too difficult even for inexperienced players. Along your path of destruction you may encounter falling steel construction bars, but these can be avoided by shooting them. On some levels enemies position themselves in the background and fire missiles which will hit RoboCop on the cranium

HASTA LA VISTA, ROBOBABY!

or destroy the paving in front of him, thus making it more difficult for our muscle bound, computerised hunk of diodes. Crates of health bonuses and power-ups are thrown higgledy piggledy along the way and you may even come across the odd smart bomb, so be sure to search all corners.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■		
DAY	■	■		
WEEK	■			
MONTH				
YEAR				

GRAPHICS

▼ Big sprites, but poorly animated and don't really look very good at all. Dull backgrounds.

55

SOUND

▲ Lots of gunfire, explosions and wounded people screaming.
▼ Really sad music. And the effects aren't that good.

60

PLAYABILITY

▲ The levels aren't just left-to-right, there's ladders to climb and gaps to jump.
▼ Slow, boring action that throws nothing new at you.

62

LASTABILITY

▼ Once you've finished it, which won't take long, you're unlikely to want to play it ever again.

43

OVERALL

Another boring 'walk along with your finger on the fire button' game. Nothing new to see or do, RoboCop Vs The Terminator is a load of crap.

56

REVIEW

Nintendo ENTERTAINMENT SYSTEM

CART SPEC

- BY: VIRGIN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Varies
- OPTIONS: Music, Difficulty

GAME INFO

- GAME ORIGIN: Based on that most successful of Disney cartoons, the Lion King
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Finished it mate!
- ALTERNATIVES: Castlevania, any Mario, Megaman or Kirby game.

IT'S BACK!

- THE NES RETURNS: After a long abscense the NES is back again whilst all eyes turn toward the Ultra 64.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSE: Whiffy

A JUMP

B ROAR

S Start: START/PAWS

S Select: PAWS

GAME CREDITS

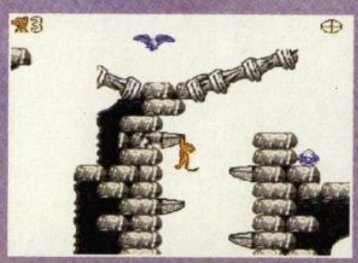
- DEVELOPED BY: DARK
- DISTRIBUTED BY: VIRGIN
- MADE IN: USA
- ARTWORK: © 1994 DISNEY

THE LION KIN

It is in this part of the introduction that I usually wax lyrical about the game in question - what it's about, who's in it, what's so special about it and so on. However, I'm throwing all that out of the window on this occasion, as the most remarkable thing about the Lion King is that it's here at all, because, gasp - IT'S AN NES GAME!!!

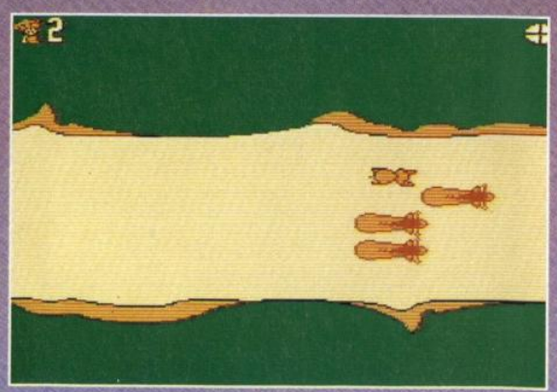
Yes, while the rest of the gaming world tires of 16-bit and braces itself for the next generation of wondermachines, somebody, somewhere deep in the bowels of the Virgin Empire was tinkering away, unaware of the NES's demise as a viable platform. But when you think about it, perhaps he's quite a clever lad. After all there are in excess of a million NES owners out there. Many of whom are justifiably miffed at the total absence of any new software for their beloved machine. Let's have a look then, shall we...

(ABOVE) These logs are like buses, you know. You wait ages for one to come along, then four of 'em come along - incredibly slowly - Ho hum.



CUBBY WHOLE

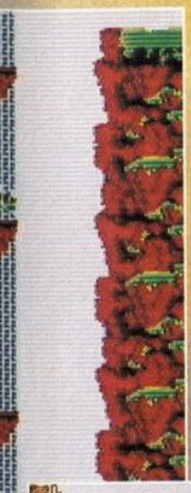
For obvious reasons the Simba sprite is a good deal smaller on the NES than it was on the Super NES original. That doesn't mean that he's any weaker though. And nor does it mean that he's any less animated. In fact the Simba sprite in this conversion is very well animated indeed, with Simba running, leaping, climbing and rolling his way around with all the finesse of his 16-bit counterpart. Well, in as much as you can describe anything the NES does as having finesse. Gamers will also be pleased to find out that Simba has all his fighting moves too. His roar is in fine fettle and topples or stuns baddies as well as it ever did. His pounce is every bit as effective too but, due to the miniaturisation of everything, is harder to guage.

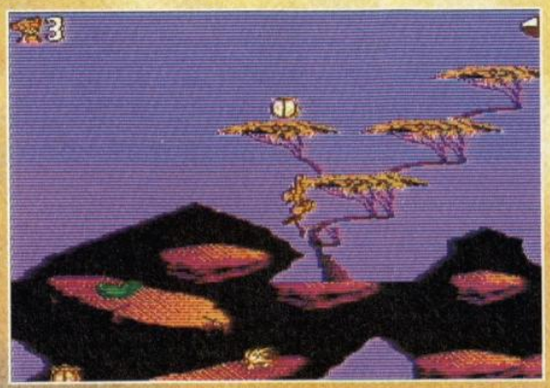


(ABOVE) Well full marks for trying. This is the noted stampede section. Tremble as wild-eyed wildebeest thunder uncontrollably towards you in glorious Mode-Zero. Then again, don't.

G

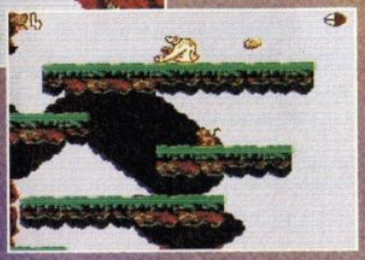
(ABOVE) Yes, it's the return of the static, not-enough-memory-to-for-animation screen. Eeeh, takes you back dunnit...

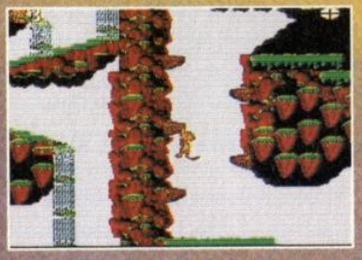




(ABOVE) 'Oh I just can't wait to be king - 'cos maybe then I'll have enough money to buy an Ultra 64, a Super NES. Anything but this crappy old NES. Arrrgggh!'

(ABOVE) That green structure that looks like a rip in the time/space continuum is actually a tree. Aren't NES graphics ace!?





FROM A CUB TO A KING

There are three skill levels in Lion King. Fittingly, they are Cub, Prince and King. Now don't be tempted to think you can see all the game has to offer by attempting it on easy Cub level - the game's cleverer than that. Cub level arms Simba with five lives and a bunch of continues but only has three levels of the actual game. Prince level gives four lives and two continues to the courageous cub and has six levels. But there's more still in store for those skilled and brave enough to tackle the game on King level. A measly three lives are all that are spared and no continues. The consolation is that the whole game is opened up and it is only on this level that Simba makes it to adulthood and banishes Scar.In terms of actual difficulty the only real difference is that some of the bigger baddies - hyenas and vultures take a few more hits before dying.

COMMENT

ANDY

It's been so long since I actually played an NES game that lowering my standards to get used to the exceedingly crappy graphics took some time. Most Super Game Boy games look better than this. Once I'd cast my prejudices aside, though, I found myself being drawn into the game, and what there was of it was quite enjoyable. Simba has all the moves of his 16-bit big brother and is animated pretty well for a microscopic sprite. All the levels have been included too, although certain tweaks have been implemented to take account of the NES's inferior hardware - like in the Stampede level. The difficulty has also been eased and sections that were tooth-grindingly impossible on the Super NES are whizzed through with ease in this version. That is not to say that this game is not without its frustrations, and certain parts, like the waterfall section in Hakuna Matata are incredibly annoying - miss your log and it's ages until the next one comes along. Also some of the sprites are just a bit too small for their own good and blend too well in with the background. But all those problems are surmountable and once you learn a level you can pretty much do it blindfolded. In conclusion, I am probably a bit too long in the tooth to be playing it and it is perhaps best left to the nippers. After all an NES is still a cool toy to them...

REVIEW

Nintendo ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 73

▲ Some of the animation is quite good...

▼ ...When you can detect it on the minuscule sprites. Backgrounds vary from not very good to poor.

SOUND — 78

▲ It's been so long since I heard NES sound that I can't honestly say whether these tunes are any good or not. They try to sound like the originals at least.

PLAYABILITY — 77

▲ Simba's a bit quirky to get to grips with at first, but you soon get the hang of him.

LASTABILITY — 71

▲ II the levels are there in one form or another - even the stampede!

▼ Ease of play ensures completion sooner rather than later.

OVERALL — 74

Strangely enjoyable. A much better conversion of the Lion King licence than I could have hoped for, but one that is most definitely for younger kids.

REVIEW

GAME BOY

CART SPEC
- **BY:** NINTENDO
- **RRP:** $59.95
- **RELEASE:** JUNE
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MBIT

GAME FEATURES
- **NO. OF PLAYERS:** One
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** None

GAME INFO
- **GAME ORIGIN:**
Sequel to Kirby's first Dream Land adventure on the Game Boy
- **GAME DIFFICULTY:** Easy
- **SCORE TO BEAT:** Finish game with 100%
- **ALTERNATIVES:** Kirby's Dream Land 1, Mario, Wario, etc...
- **SUPER GAME BOY**
Additional Features: Super Enchanced colour palate. Nice border showing Kirby and friends

GAME CONTROL
- **CONTROL:** Joypad
- **RESPONSIVENESS:** excellent

A Jump

B Inhale, spit

S START: Pause/

S SELECT: Drop power

GAME CREDITS
- **DEVELOPED BY:**
HAL LABORATORY, INC.
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** JAPAN
- **ARTWORK:** ©1995 NINTENDO

According to the press release from Nintendo of America, the original Kirby's Dream Land, which was released on the Game Boy in 1992, sold more than 1.3 million units. That's a lot of carts in anyone's language, and more than enough reason to make a sequel!

KIR DRE

BACK TO THE BEGINNING

Once again Kirby must defeat his nemesis King Dedede in order to save his beloved Dream Land, but this time King Dedede is acting on orders issued by the mysterious Dark Matter! This sinister sounding scoundrel has gone and stolen all the rainbows linking the islands in Dream Land and it's up to Kirby to get them back.

This time Kirby is able to call on a couple of other Dream Land residents to aid him in his quest. Rick the hamster, Coo the owl and Kine the sunfish all pitch in to help Kirby restore colour and kindness to their once pleasant world.

KIRBY THE CONQUEROR

Kirby has a rather unique way of disposing of enemies that cross his path. He eats them. And if he so wishes, he can spit them back out at other enemies, killing two birds with one stone, so to speak.

The baddies in Kirby's Dream Land 2 are a familiar bunch and you've possibly seen them in some of Kirby's past adventures, as well as in some of Mario's games. Most of them are benign and will continue on their merry way if you leave them be, but some will actively attack and pursue you, hurling all manner of weapons at you in an effort to stop you undoing their evil. These feisty foes can be of benefit to Kirby because if you engulf one and press down without spitting it out, you will inherit its powers! What's more, should you be travelling with Rick, Coo or Kine, they too will receive added offensive abilities. These differ between the three companions and can have certain advantages depending on your situation.

For example, if you swallow a stone monster while travelling with Rick the hamster, he will turn into a boulder that Kirby can roll over everything on!

BY'S 2 AM LAND

CATCH ME A RAINBOW

There are seven stages to Dream Land and each contains between three and six stages and a boss stage. Kirby's progress is recorded by the battery backup, so once you've completed a stage you'll always have access to it. This is handy because there are many secrets hidden within the game and you'll probably miss many of them the first time you play. Go back and have a thorough search later, you might be surprised at what you've missed!

A BIRD, A SMALL MAMMAL AND A FISH

Kirby's three new pals can be found waiting in most stages, but they are often trussed up in a sack, guarded by one of Dark Matter's minions. Defeat their guard and they'll be your friend forever, or at least until you run out of energy. When this happens you're on your own again, but fear not, for one of them will turn up again sooner or later. Naturally, each is adapted to certain conditions and you will soon learn where and when to use them. Birds aren't too happy when you submerge them in water and fish don't take too kindly to be taken out of it.

COMMENT

ANDREW

Kirby is certainly popular with Nintendo at the moment, this is the third game featuring the puffed-up pink one in as many months! I was hoping to see Kirby in a massive Super NES game along the lines of Super Mario World, but that hasn't happened yet and we've got another Game Boy adventure instead. Not that I'm complaining, mind you, the Dream Land series has been of the highest quality and the Game Boy does indeed seem to be perfect for show casing Kirby's many talents and with the Super Game Boy in full effect, Kirby hasn't looked better.

From the start this game appears virtually identical to the first Kirby's Dream Land, and even the tree boss is back. However, the addition of Kirby's three animal friends adds loads more variety to the game play and overall makes for a more enjoyable experience. The only problem is the size of the game. If you sit down with the intention of finishing it, you probably will, and what's worse is that it won't take you very long to do so.

REVIEW

GAME BOY

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ Clear, well defined characters and simple but effective backgrounds. Looks great on a Super Game Boy.

92

SOUND

▲ Well produced sound which fits in perfectly with the theme of the game.

91

PLAYABILITY

▲ Kirby is a joy to control and he can do so many things! Perfect!

96

LASTABILITY

▲ The battery backup lets you go back and look for secrets you may have missed.

▼ Not big enough! The game can be finished with relative ease. We want more Kirby!

78

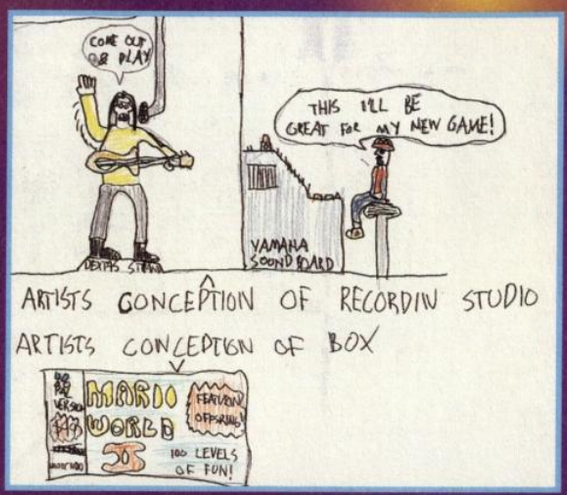
OVERALL

Kirby's Dream Land 2 is ace! Unfortunately, it's also a bit short, so if you're after a long term challenge consider yourself warned.

89

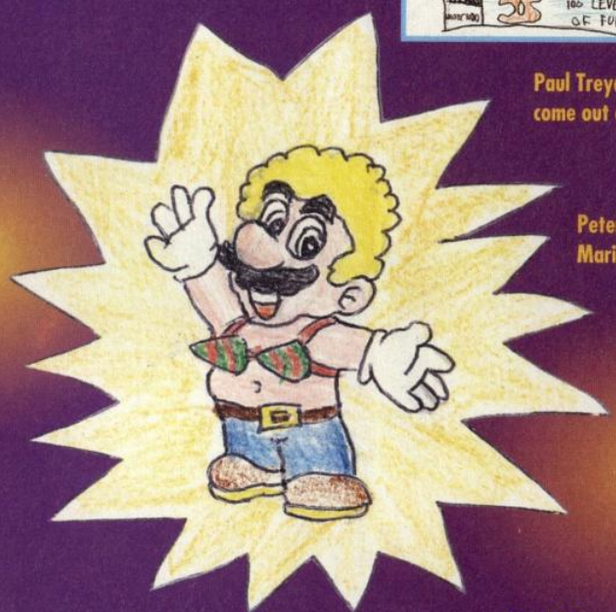
SOUND OFF

Well yes you did, especially when there was a Vivid 3D Plus at stake. The three lucky winners of the Vivid 3Ds were Cindy McCallum of Kalamunda WA; Cameron Shea from Lane Cove NSW; and Robby Bartlett from Salisbury Park SA. However some of you sent in drawn entries which we quite liked, so we've decided to send some of the latest Trielle Komix to the ones we've published.

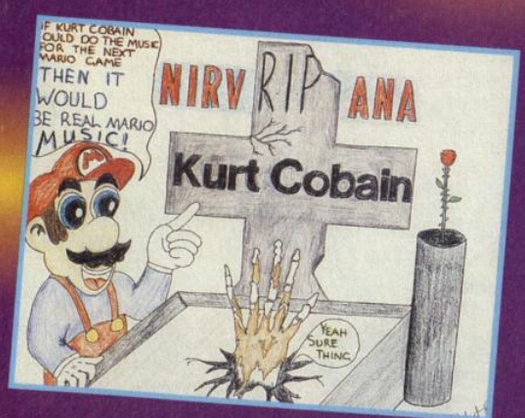

COME OUT & PLAY
THIS I'LL BE GREAT FOR MY NEW GAME!
YAMAHA SOUND BOARD
ARTISTS CONCEPTION OF RECORDIN STUDIO
ARTISTS CONCEPTION OF BOX
MARIO WORLD
100 LEVELS OF FUN!

Paul Treyaud of Keilor Vic wanted Offspring to come out and play.

Brett McRae, of Morwell Vic, could see Diddy and Donkey Kong getting down with Kulcha for some jungle beats.



Peter Jenkins, of Pearcedale Vic, saw Mariodonna in control.


IF KURT COBAIN COULD DO THE MUSIC FOR THE NEXT MARIO GAME THEN IT WOULD BE REAL MARIO MUSIC!
NIRV RIP ANA
Kurt Cobain
YEAH SURE THING.

Robert Petrovic's entry was pretty self-explanatory really. Paul's from Baranduda Vic.

METALLICA
I WANT GOOD OLE "METALLICA" TA WRITE THE MUSIC FOR MY NEXT GAME!
THERE'S NOTHIN' LIKE JIVIN' TO THE EAR-BASHIN' SOUNDS OF "METALLICA"!!

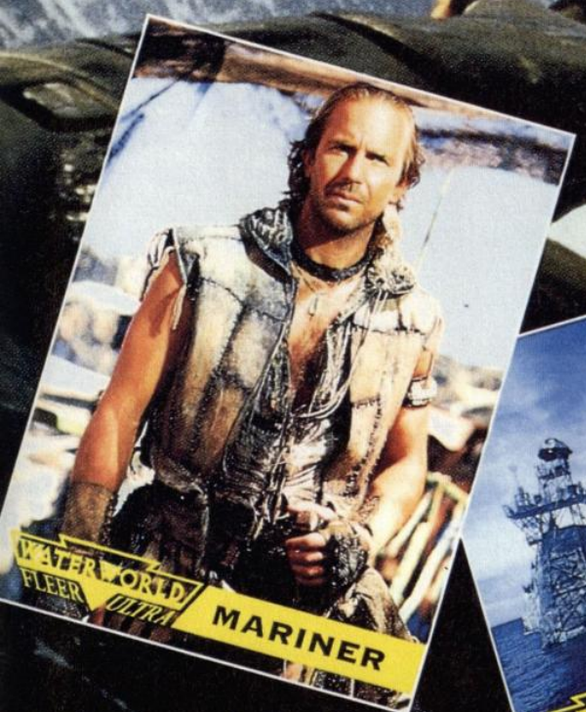
Daniel Torocsik of Wodonga in Vic took a metal slant on the music for the next Mario game.

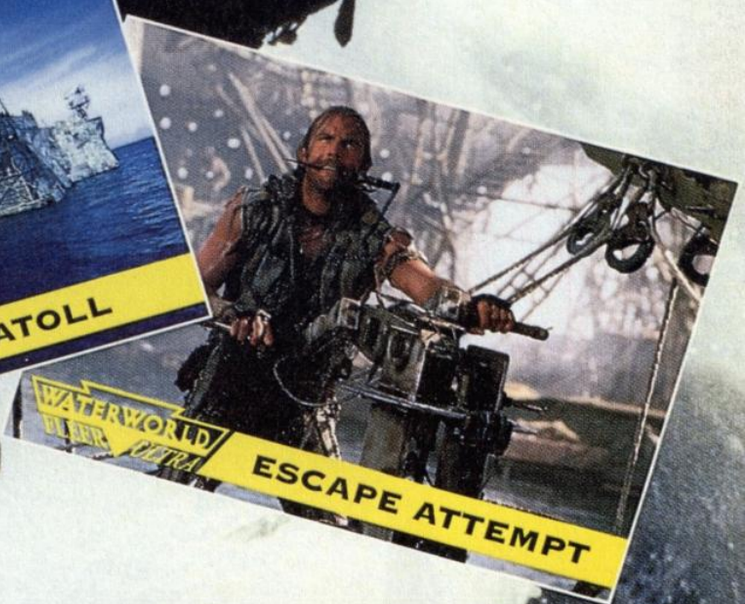
James Wickham of Waikiki in WA went rasta on us with Red Dragon as his suggestion.

THE ACTION ADVENTURE MOVIE EVENT OF SUMMER '95

WATERWORLD

UNIVERSAL PICTURES PRESENTS A MOVIE EXTRAVAGANZA THAT'S FILLED WITH HEROES, VILLAINS, ELABORATE WEAPONRY, HEART STOPPING BATTLES AND ADVENTURE!





A SWASH-BUCKLING ACTION-PACKED ADVENTURE MOVIE THAT COMBINES REVOLUTIONARY PRODUCTION DESIGN AND DYNAMIC VISUAL EFFECTS. EACH RIVETING SCENE IS SPLASHED ACROSS THE SCREEN AND CAUGHT IN AN ACTION-PACKED CARD SET FROM FLEER.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: INTERPLAY
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: FLIGHT SIM
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Nope
- CONTINUES: Password
- OPTIONS: Sound, music, game controls

GAME INFO

- GAME ORIGIN: The delighted squeals of thousands of train-spotting Star Trek fans.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Finish the radioactive ship mission.
- ALTERNATIVES: Wing Commander, Starwing

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Fires photon torpedoes

B Decelerates ship

X Accelerates ship

Y Fires phasers

L/R Left: Roll left
Right: Roll right

S Start: Pause/unpause
Select: Brings up ship controls

GAME CREDITS

- DEVELOPED BY: INTERPLAY
- DISTRIBUTED BY: IMPORT
- MADE IN: USA
- ARTWORK: © PARAMOUNT

As anyone knows, to be at the helm of a great ship requires many gruelling hours of training - and that's before you even get to the real thing. That's now, but how about in the future when travel through space becomes a reality. That's where the Starfleet Academy comes into play. Throughout the galaxy, the Starfleet Academy is known for its tough training, and those who graduate the tough simulation training are assigned to a real mission on a Starfleet ship. Hey, does it sound good? It's where Kirk and Picard got their start and this is your chance be like them.

THE STORY SO FAR...

In honour of your dead father, blah blah blah, who was killed by the Klingons, blah blah blah, you become a Starfleet Cadet and hope to graduate at the top of your class. This won't be easy as there are the best cadets in your class too. They are all assigned different parts of the bridge simulator, but all are competing for the attention of the Academy. During your stay the Commander, who is also your instructor, watches out for cadets who become sloppy and reckless and is only be too happy to kick you out should you not meet his lofty expectations.

BEAM ME UP SCOTTY

In single player missions you can access the bridge to determine ship status and to execute more strategic commands while monitoring the different stations.

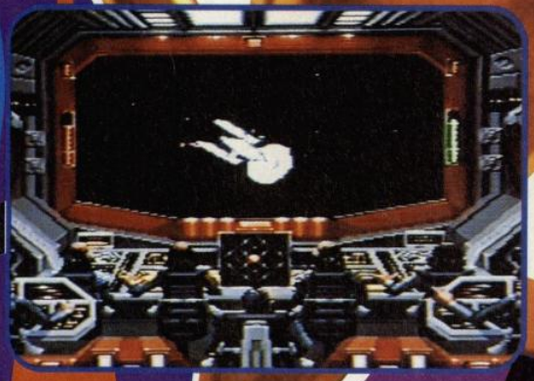
If you access the engineering station you can assign top repair priority to one of the following systems: phasers, photon torpedoes, hull, shields or engines. Because the systems repair at a different rate - weapons for example repair faster than shields - good judgment has to be made on some calls.

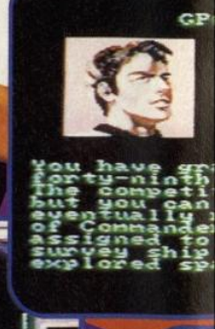
The science station has the ship's radar which can be changed for short or long range scans, and the computer gives you info about anything you find on your travels.

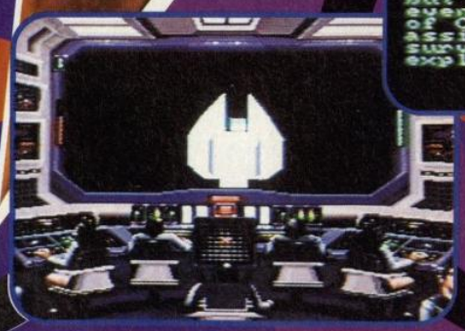
The communications bay allows you to hail any ship or starbases in the area and then gives you choices in what to say. Being diplomatic and deciding the right thing to send is crucial and is carefully governed by the Starfleet. From here you can rehash on the current orders you have been assigned.

The helm provides important information about any attacks in progress in its tactical display.

Finally the navigation station displays the map so you can warp to other sectors in the area, the orders you receive tell you where to go.



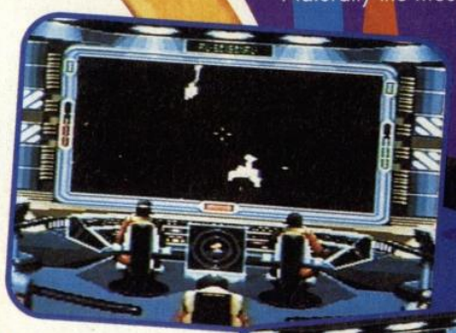




STAR TREK
STARFLEET ACADEMY

BACK TO SCHOOL

Naturally the most important place for beginners is the training simulator. Either choose mission to try straight away, or go into combat training. In the combat mode, one or two players can fight against each other in one of three Federation type ships or a Klingon or Romulan ship to see how they are. During a two player game the game is two-player split screen, and the bridge can't be accessed. The combat training is fairly straight forward, a sensor on screen shows where the enemies are in conjunction to your position, from here you decide which weapons to use and in the case of the Klingon or Romulan Ships whether to activate cloaking or not.



GPA: 82%
UANDA M'GIIA rose to the rank of Lieutenant Commander, then transferred to the Andorian Diplomatic Corps. He became Chief of Staff at the Andorian Embassy, UFP Headquarters, Earth.

COMMENT

NICK

One of the gripes I have with these sorts of games is that, although they have the Trek name to plop on the finished product, it could easily have been any futuristic type scenario. The graphics and presentation are good, although some parts look a little rushed and unfinished. Some of the detail including the combat training screen are a little sparse and don't break any new ground. The sound has its moments - the opening music is atmospheric and some parts of the game sound really good, but some of the effects used in the game are pretty bad. For those who are looking for a tough game with a lot of challenge, this Star Trek sim will provide that for the short term, for those that are easily pleased this will also fit the bill. For Starship captain wannabes, Starfleet Academy is good simple fun.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 62

▲ The 3D models are nicely animated .
▼ The viewing screen is too small, the static screens are confusing and everything looks as tacky as the original Star Trek series. Some people might like that, though.

SOUND — 71

▲ Good reproduction of the show's effects and music.
▼ But otherwise very minimal. In space no one can hear the enemy scream in pain.

PLAYABILITY — 82

▲ Easy to play and easy to progress.
▼ The missions are pretty dull and similar in overall strategy.

LASTABILITY — 79

▲ The missions are quite engrossing for a while and there are a few cool cheats.
▼ But once you've successfully completed a mission there's little reason to go back.

OVERALL — 80

Trekkers will probably love this regardless, but it is the best Star Trek game out and worth a look if you like flight sims, just don't expect too much.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: ACCLAIM
- PRICE: $139.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16MBIT

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Various

GAME INFO
- GAME ORIGIN: Based on the Egyptological exploits of Kurt Russell, James Spader and that bloke who looks like the woman in the Crying Game
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Defect Ra, go to bed, wake up and go to school/work. All without using a brain cell!
- ALTERNATIVES: Alien 3, Judge Dredd, Indiana Jones, Star Wars, Etc...

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Okay

(A) Run

(B) Jump

(X) Nothing

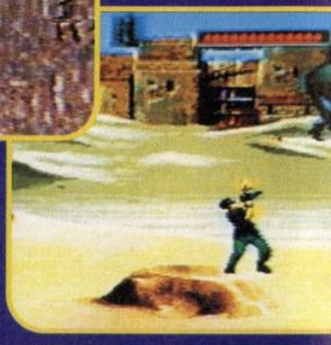
(Y) Shoot

(L/R) Left: Nothing
Right: Nothing

(S) Start: Pause/unpause
Select: Radio

GAME CREDITS
- DEVELOPED BY: PROBE
- DISTRIBUTED BY: METRO
- MADE IN: UK
- ARTWORK: ©1ACCLAIM

Ah, another movie title is chewed up by the gaming machine and spat out its rear end as a cart. And yes, it's a platformer! So, will you spin out playing this like you did during the movie's high speed intergalactic travel sequence? Can the explosions rock your soul like they did in the (DTS equipped) cinema? After playing the likes of The Last Action Hero, can you even bother with a game based on a movie again? Amos couldn't, but we forced him to anyway!



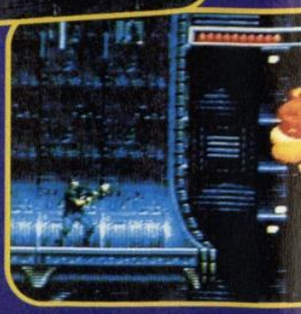
COMMENT

AMOS

Alien 3, a previous effort by these chaps, was one of my favourite platform games but unfortunately I can't say the same of this! Stargate fails to capture the atmosphere of its source movie as Alien 3 did; the graphics and sound effects aren't as classy as they could have been and generally everything looks quite dull. There are a few exceptions, like the bit inside Ra's ship (which actually looks more like the derelict ship from Alien). There's also nothing like the ingenious map screen in Alien 3 which contributed so much to the games' atmosphere. The music forsakes the movie's epic soundtrack feel for some mediocre drivel that hardly enhances the overall vibe and worst of all the levels are repetitious and hold few surprises, although the stage where you had to leap from one flying-fox like contraption to another was a decent thrillfest. But overall, if you want a dose of ingenuity, action and fun in a game, this cart is not the place to find it.

BA DUM, BA DUM, BANG!

You control Colonel O'Neil and you're armed with a trusty machine gun. Although ammo is unlimited, occasionally there's just too many alien scum to waste in too little time, so rapid fire and wide fire enhancements help you cut them down to size. Vermin with an extra tough hide can be extinguished quicker if you can get your hands on the ammo strength power-up, or better still the grenades that are lying around. These babies come either standard or extra strength alien variety, so you can give them a taste of their own medicine! Most important are the hieroglyphs and the bomb pieces - your overall success depends on finding them!



Stargate

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

I CAN'T LIVE WITHOUT MY RADIO

In case you didn't know what to do (apart from shooting everything in sight, of coarse) select this screen to find out your current mission objectives. These can range from finding the missing pieces of the dismantled nuke your team brought over, killing all the traitors of the rebellion or wiping out enemy gliders whilst flying in one you've stolen along the way. Passwords, lives remaining, bomb pieces in your possession and other useful info are displayed on this screen.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■			
REFLEXES	■	■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■		
DAY	■	■		
WEEK	■			
MONTH				
YEAR				

GRAPHICS

▼ Bland repetitive backgrounds and indistinct sprites make this game as attractive as a brick wall.

56

SOUND

▼ Irrelevant music and pathetic sound effects ensure you won't be turning the volume up.

32

PLAYABILITY

▼ Dull, dull, dull! Boring, mindless action. You'll be glad when it's over.

65

LASTABILITY

▼ The lack of challenge, limited number of levels and passwords make sure you won't have any trouble finishing Stargate before tea time.

40

OVERALL

What an utterly pointless game this is. It's got nothing to do with Stargate other than the title and names of the characters and it's crap anyway. Run away! Run away!

55

COMMENT

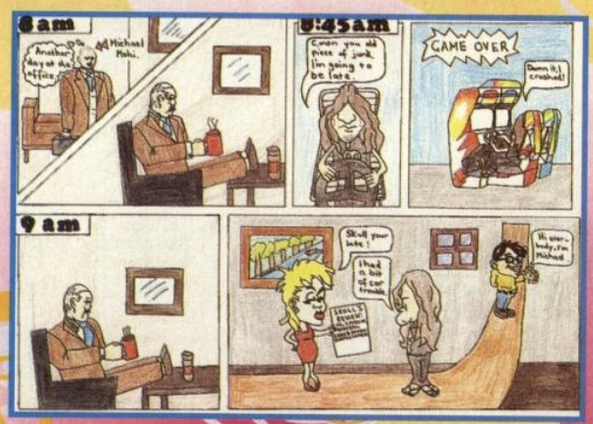
SKULL

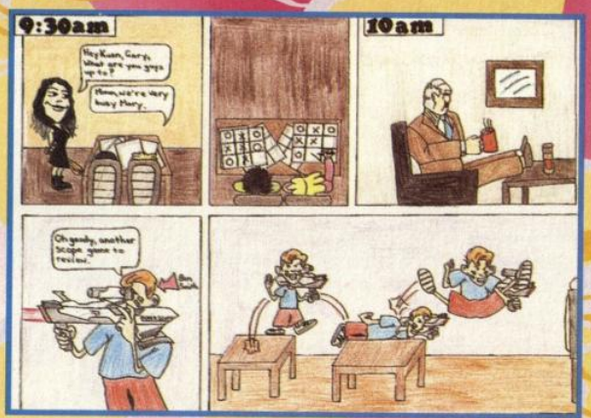
This is exactly why platform games, especially those based on films, have such a bad reputation. The fact that this game was supposed to be based upon the film seems to have been lost on the developers, for what we have here is a classic example of a game that's been designed to fit whatever license came along next, which just happened to be Stargate. However, even if you ignore the lost opportunities, the end result is a sub-standard game which feels like it was put together in two weeks. There's nothing here which hasn't been done before and done better, and from the end result I can only assume that the playtesters were out to lunch half the time! The same weapons, baddies and level layouts appear throughout the game and it wasn't until I reached the final levels that I though I was playing anything more than a training level. This game is nothing more than a cheap cash-in on the movie's limited success and I strongly advise that you keep a distance of at least a million light years between it and yourself.

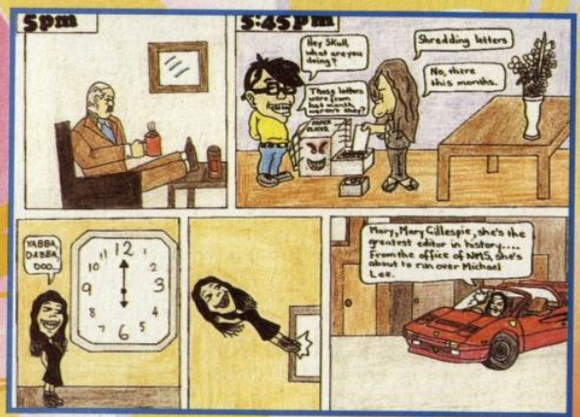
THE REAL NMS???!!

Some of you out there obviously don't realise that NMS is a particularly efficient and well run magazine! When we asked you for your vision of what really goes on behind the scenes here at NMS, we got some really weird (and some unprintable) entries. However we were so impressed with the entries that we got that we've decided to devote eight whole pages to some of the best pictures and stories that we received. And the good news for everyone whose entry we've reprinted is that they get a prize! Even if you didn't win first, second or third prize you'll still be getting a package of Trielle Komix goodies in the mail!

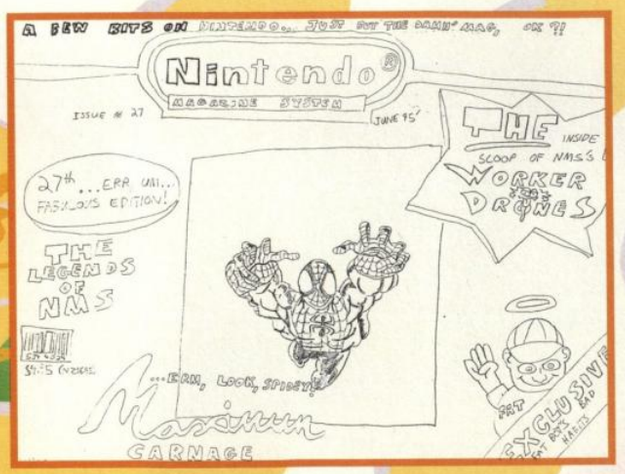
And the winner is ... drum roll please ... Sey-Veng Ly of Springvale South in Victoria. For his extremely funny and detailed comic he will receive the original artwork for the Mortal Kombat II cover framed, a year's subscription to this esteemed mag and a whole pile of Trielle Komix goodies.

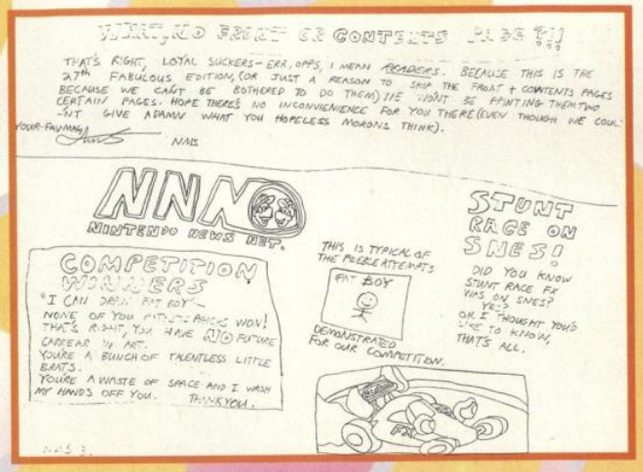


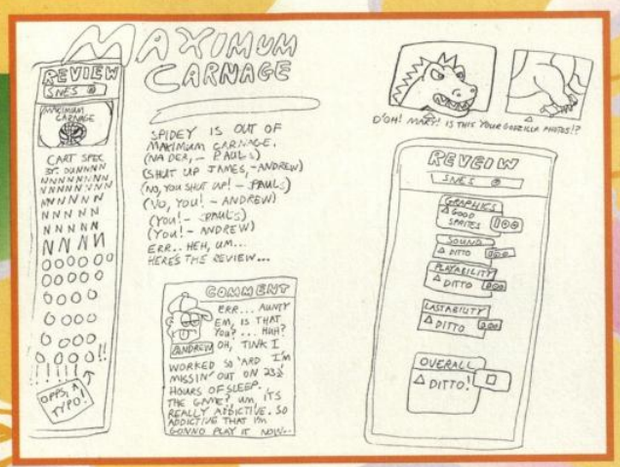


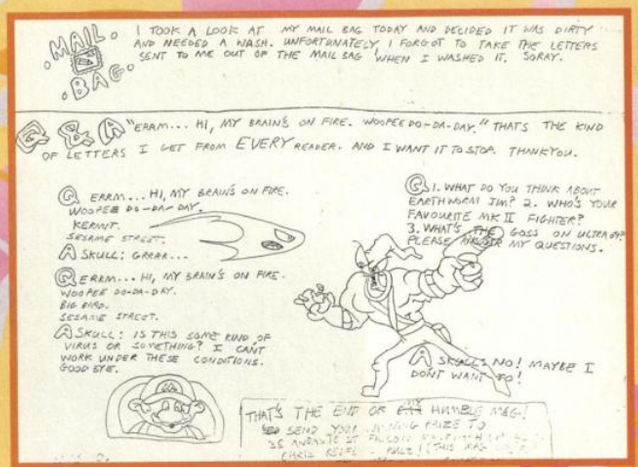


And there were two lucky runners up who will each receive a year's subscription to NMS and a pile of Trielle Komix goodies too! And they were Chris Redfern of Falcon Mandurah in WA for his mock copy of NMS; and Troy Thompson of Mt Gambier SA, for his story It Was A Typical Day At NMS (Again).




THAT'S RIGHT, LOYAL SUCKERS- ER, OPPS, I MEAN READERS. BECAUSE THIS IS THE 27th FABULOUS EDITION, (OR JUST A REASON TO SKIP THE FRONT CONTENTS PAGES BECAUSE WE CAN'T BE BOTHERED TO DO THEM) WE WON'T BE PRINTING THEM THIS -NIT GIVE A DAMN WHAT YOU HOMELESS MORONS THINK).
YOUR FAITHFUL NMS
NNN NINTENDO NEWS NET.
COMPETITION WINNERS
"I CAN DRAIN FAT BOY" - NONE OF YOU FITTY-FANCIES WON! THAT'S RIGHT, YOU HAVE NO FUTURE CAREER IN ART. YOU'RE A BUNCH OF TALENTLESS LITTLE BRATS. YOU'RE A WASTE OF SPACE AND I WASH MY HANDS OFF YOU. THANKYOU.
THIS IS TYPICAL OF THE PEBBLE ATTEMPTS
FAT BOY
DEMONSTRATED FOR OUR COMPETITION.
STUNT RACE ON SNES!
DID YOU KNOW STUNT RACE FX WAS ON SNES? YES OH, I THOUGHT YOU'D LIKE TO KNOW, THAT'S ALL.


MAXIMUM CARNAGE
REVIEW
SPIDEY IS OUT OF MAXIMUM CARNAGE. (NADER, - PAUL) (SHUT UP JAMES, - ANDREW) (NO, YOU SHUT UP! - PAUL) (NO, YOU! - ANDREW) (YOU! - PAUL) (YOU! - ANDREW) ERR.. HEH, UM... HERES THE REVIEW...
D'OH! MARGE! IS THIS YOUR GODZILLA PHOTOS!?
COMMENT
ERR... NANCY EM, IS THAT YOU? ... HMM? OH, THINK I WORKED SO HARD I'M MISSIN' OUT ON 23½ HOURS OF SLEEP. THE GAME? HM, IT'S REALLY ADDICTIVE. SO ADDICTIVE THAT I'M GONNO PLAY IT NOW...
GRAPHICS A GOOD SNES 100
SOUND A DITTO
PLAYABILITY A DITTO
LASTABILITY A DITTO
OVERALL A DITTO!
OPPS, A TYPO!


MAIL BAG
I TOOK A LOOK AT MY MAIL BAG TODAY AND DECIDED IT WAS DIRTY AND NEEDED A WASH. UNFORTUNATELY I FORGOT TO TAKE THE LETTERS SENT TO ME OUT OF THE MAIL BAG WHEN I WASHED IT. SORRY.
Q&A "ERRM... HI, MY BRAINS ON FIRE. WOOPEE DO-DA-DAY." THAT'S THE KIND OF LETTERS I GET FROM EVERY READER. AND I WANT IT TO STOP. THANKYOU.
Q ERRM... HI, MY BRAINS ON FIRE. WOOPEE DO-DA-DAY. KERMIT. SESAME STREET.
A SKULL: GRRAA...
Q ERRM... HI, MY BRAINS ON FIRE. WOOPEE DO-DA-DAY. BIG BIRD. SESAME STREET.
A SKULL: IS THIS SOME KIND OF VIRUS OR SOMETHING? I CAN'T WORK UNDER THESE CONDITIONS. GOOD BYE.
Q 1. WHAT DO YOU THINK ABOUT EARTHWORM JIM? 2. WHO'S YOUR FAVOURITE MK II FIGHTER? 3. WHAT'S THE GOSS ON ULTRA 64? PLEASE ANSWER MY QUESTIONS.
A SKULL: NO! MAYBE I DON'T WANT TO!
THAT'S THE EXIT OR ~~FAT~~ HUMBLE MAG!

IT WAS A TYPICAL DAY AT NMS (AGAIN)

The crew at NMS were arriving at work. Many were late, but the lucky ones that got to live in the gutter right in front of the building were right on time. Clever people who had cars and houses arrived a bit later; for some big bit later. Nick (who could never do anything on time) arrived almost last.

Fat Boy was in the kitchen doing his ancient pavlova sandwich ritual, as Rod walked in wearing his new leather studded G-string, a trench coat and thongs. After taking off the trench coat, he continued to parade around the office Mick Jagger-style, chanting his favourite song I'm Too Sexy by Right Said Fred. Mary, who had just got off the phone, ran into the kitchen (Fat Boy's palace), grabbed Fat Boy's half-eaten pavlova sandwich and proceed to stuff it down the front of Rod's G-string. Rod, who despised Fat Boy's pavlova sandwiches, ran out of the office screaming. Luckily he grabbed his trench coat as he left.

After glancing around the room, Mary saw that she, Skull and Fat Boy (who was so unhappy about his lost sandwich to care about anything else) were the only ones who hadn't fainted. Skull knew a sure fire way to wake everyone and stop Fat Boy's wailing at the same time. Skull made it to the kitchen and took a frozen, triple garlic, mega meat eater's, pineapple-less pizza from the freezer. Fat Boy started looking happier immediately started to cheer up. After donning a gas mask, nuking the pizza in the microwave and walking around the office with it, he restored life to those who lay on the floor. Fat Boy (who had been waiting eagerly) took the pizza and begun shovelling it in with both hands.

Returning to their daily routine the rest of the crew got back to their desks.

Kuen, who was still wearing his Kinko costume from the night before, asked if he could leave to do his afternoon act at some poor child's house. Because he wasn't doing anything anyway he was simply dismissed.

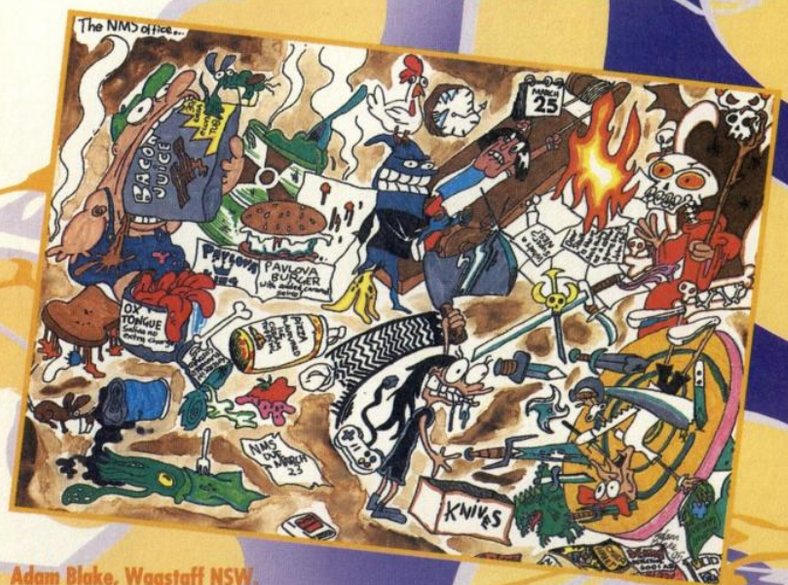
A phone called from the depth of Mary's office "I hope that's Kristine!" she yelled as she ran for the phone. Moments later a scream pierced the air and Mary came yelling about some crazy Sega lover (cough) who had planted a bomb in her office.

Outside was the sound of hysterical laughter. Andrew opened the door only to see a fully dressed Rod rolling around on the ground with his mobile phone laughing. Mary went back to her office to phone Kristine. Peter went to comfort her. Ben closed the door and went to his office (ha!) to get ready to leave.

Everyone else, also discovering it was time to leave ... left.

THE REAL NMS???!!

Mary on the phone to Yoshi? In hers and Darren Rochford's (of Neerim East Vic) dreams.



Adam Blake, Wagstaff NSW.

thereal NMS
JOIN DSV
ULTRA 64
MMM... MOLDY...
BUT THE BOOKLET SAID: MAKE SURE CONSOLE IS CLEAN AND FREE OF DUST.
YOU SHOULDN'T HAVE PUT ALL THE DETERGENT IN THERE
SO THAT'S WHAT TURBO DOES!!

Daniel Mason, East Ballina NSW.

A DAY WITH THE NMS TEAM

At 8.30am the NMS team start rolling into the car park in their cars. Michael Mohi pulls up in his Mercedes Benz, Fat Boy in his Mini Minor, Blake's on his bike, Mary Gillespie in her Celica, Andrew Iredale in his spaceship, Skull in his pirate ship on wheels, Geoff Shaw in his Jeep, Brad Lonergan in his solar-powered car, Karen on her motorbike with air-conditioning, Rod de Martin in his foam-covered Camira, Kerry Wyatt in her chauffeured stretch limousine, Rebecca Stewart in her Rover, Kuen Kam on his skateboard, Gary Fletcher in his 4WD, Gary Harrod in his two-seater with a phone on its roof, Amos Wong in his Kombi and Jane Wilde, Paul Davies, Nick Smith, Andy McVittie, Ben Smith, Michael Mundy and Baragoon in a Tarago!

They walk into the big NMS building and begin work. Michael Mohi sits down in his deluxe luxury seat and begins smoking a cigar. Fat Boy begins answering MAILBAG with edible crayons! Mary's glued to the phone. Andrew answers Q&A with a swearing pen! Kuen and the Gary's sit down and start drawing frames from Donkey Kong Country. Geoff in the dark room developing photographs of NBA Jam TE; Brad's fiddling with Super Street Fighter II and Mortal Kombat II so that 24 people can play at once joining six multitaps together, connecting wires and replacing parts. Karen's dyeing her hair. Rod makes himself a cup a tea and drops it as he walks towards a room. Rebecca is muttering to herself. The reviewing team walk into Michael Mohi's office and ask for the Megaman X2 game. They start playing it and Skull, the cheat king, starts producing power-ups out of nothing!

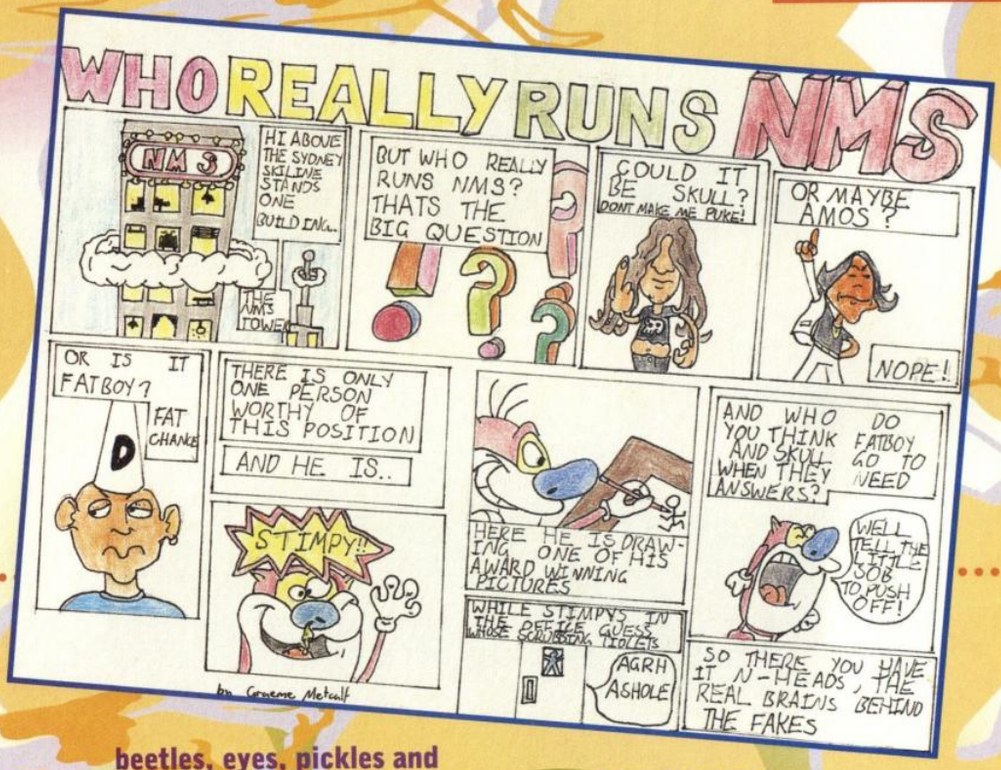
At noon, FatBoy goes out to McDonald's and buys 23 of every product and brings it back to the NMS building. Everyone eats McDonalds except Amos has baked beans and onions for

THE REAL NMS???!!

And an honourable mention to Daniel Torocsik of Wodonga Vic too.

Anthony Santamaria of Mile End SA has a fairly accurate view of a typical encounter between Mary and Amos.

Graeme Metcalf of Dapto NSW for his unfailingly Stimpyfied view of the world.


WHO REALLY RUNS NMS
NMS
HI ABOVE THE SYDNEY SKYLINE STANDS ONE BUILDING...
THE NMS TOWER
BUT WHO REALLY RUNS NMS? THATS THE BIG QUESTION
COULD IT BE SKULL? DONT MAKE ME PUKE!
OR MAYBE AMOS?
NOPE!
OR IS IT FATBOY?
FAT CHANCE
THERE IS ONLY ONE PERSON WORTHY OF THIS POSITION
AND HE IS..
STIMPY!!
HERE HE IS DRAWING ONE OF HIS AWARD WINNING PICTURES
AND WHO DO YOU THINK FATBOY AND SKULL GO TO WHEN THEY NEED ANSWERS?
WELL I'LL TELL THE LITTLE SOB TO PUSH OFF!
WHILE STIMPY'S IN THE OFFICE GUESS WHOSE SCRUBBING TOILETS
AGRH ASHOLE
SO THERE YOU HAVE IT N-HEADS, THE REAL BRAINS BEHIND THE FAKES
by Graeme Metcalf

lunch! By 12.30 the issue is finished and so Andrew Iredale starts the printing machine. The magazine is now being printed!

Afterwards Nick rings up the local pub and asks for Al Caholic and Oliver Clothes Off! Then he rings up Brad's mum and asks, "Is there a Mr. Wall there?", the answer is no, he then asks, "Is there a Mrs. Wall there?", the answer is no, he then says, "are there any Walls there?" The answer is no, so he exclaims, "THEN WHAT'S HOLDING YOUR ROOF UP!!"

Eventually, Fat Boy brings a birthday cake for two years of NMS! In the cake are worms, bones, beetles, eyes, pickles and band-aids! The NMS team have a party and even Amos joins in!

3.00pm, Brad emerges from his office with a Super NES, six Multitaps and a cartridge. He tells everyone to come over to the television. He inserts the cart. A game appears with the title Super Mortal Kombat II Vs. Super Street Fighter II. The game is now loaded and Michael Mohi chooses T Hawk, Michael Mundy chooses Cammy. For the Mortal Kombat II team, Blake chooses Shang Tsung, Baragoon chooses Jax, Kuen chooses Raiden, Gary Fletcher chooses Scorpion, Gary Harrod chooses Johnny Cage, Geoff chooses Reptile, Brad chooses Mileena, Karen chooses Sub Zero, Rod chooses Liu Kang, Kerry chooses Baraka and Rebecca chooses Kitana!

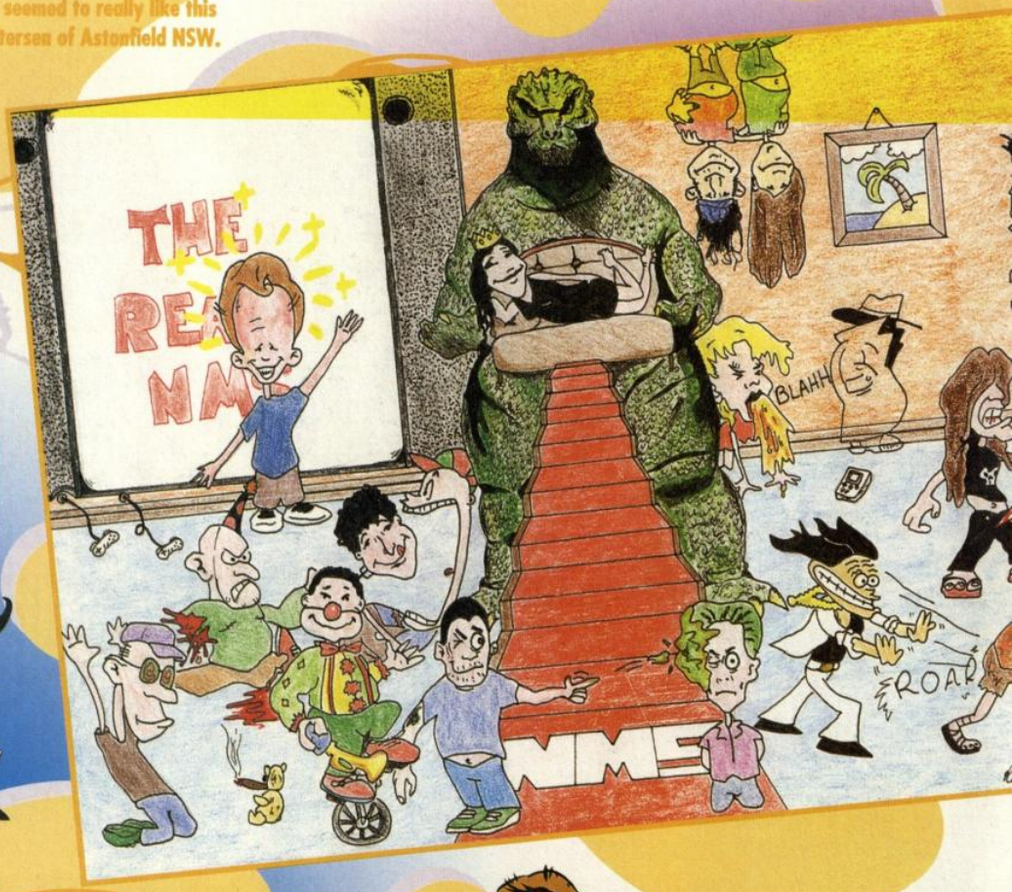
The fight begins! From the start the SSFII team are on top and easily win. Everyone continually switches teams and Brad's game is a success!!!!!!!!

At 5.00 everyone leaves to go home.

— Ian Coghlan, Sutherland

THE REAL NMS???!!

Dunno why but Mary seemed to really like this entry from Robert Petersen of Astonfield NSW.



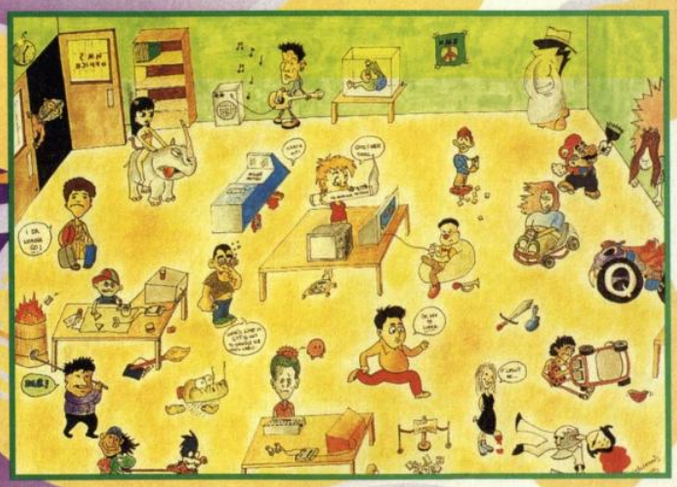
Day 1: Skull and Fat Boy debate.
Day 2: Amos Wong goes insane while reviewing a game.
Day 3: While Andrew is sticking his nose into the Nintendo information, he realises that he has to see a doctor for his brain damage.
Day 4: Rod is fixing the art droid and starts making a big deal out of it and when he finally fixes it the words come out upside-down.
Day 5: Skull is answering letters in his office when he realises Fat Boy is right behind him looking over his shoulder.
Day 6: Fat Boy is stuffing his face full of pavlova sandwiches and starts answering his letters.
Day 7: Vacation.
— Roberto Errico, Brighton Vic

Fat Boy's torment from David Gibbon of Wembley Downes WA.

8.30: Everybody arrives ready for work but can't get in because Fat Boy's not there and has got the key.
9.30: Fat Boy decided to sleep in and arrives late.
10.00: Everyone starts playing games on the Super NES.
10.30: Finally figure out how to play the game and give it a rating and report.
11.30: Everyone pretending to work but are just watching T.V.
12.00: Everyone but Fat Boy goes to one hour lunch. Fat Boy gets two hours.
1.00: Staff throw one hour party till Fat Boy comes back. Then they start working like nothing happened.
2.00: NMS staff think they're in Mexico and they insist on having a two hour siesta.
4.00: Everyone goes to the local pub.
5.45-6.00: Everybody rushes like mad to do their day's work in fifteen minutes (this is why they only have one issue per month).
6.00: Pack up and go home.
— Amit Singh, Prospect NSW

INNOCENT BYSTANDER: Hey mister! Can you tell me what really goes on up there?
NMS WORKER WHOSE IDENTITY WILL REMAIN SECRET: Certainly! That'll be $999999.99
IB: Here you are my good man!
NMS WORKER: Ching, ching, ching! O.K. here it is. I bet you think that behind all of those "Enter at your own risk", "Trespassers will be torn limb from limb" and "One more step and you'll be breathing through your belly button" signs Mary and her Godzilla toilet roll holder plan to take over the earth, don't ya? I bet you think that Amos gets hung on hooks on the roof and then he gets Demtel's collection of steak knives thrown at him, it's true ain't it? I bet you think that Skull's hands frequently drip the blood of Sega freaks, quit trying to hide it! And I bet you think that Fat Boy genetically engineers his own fifty foot pavlova sandwich so he can create his own movie: Jurassic Pavlova, I'm right aren't I? So you wanna know something buddy? You're absolutely right!
IB: Cool! I'll make trillions out of this!
NMS WORKER: Doh!
— Richard Magarey, Kingswood SA

Gareth Streistermanis, Pascoe Vale South Vic.



THE REAL NMS???!!

It was a typical day at the NMS office, Michael had suddenly disappeared and all hell had broken loose. (Actually a demon appeared through a hole in the fabric of the time/space continuum which was inadvertently caused by Skull in his search for the unholy grail.)

The demon, evil as it was, had already done humankind a great service. Upon entering our reality it had discovered Amos Wong conspiring to overthrow the Nintendo empire in favour of Sega. Thrown into a fit of rage the demon effortlessly separated Amos's head from the rest of his body and laid it at his feet, the same fate befell his co-conspirator - the blue hedgehog. Across the nation N-heads rejoiced, they were happy, the demon had made them happy.

Mary wasn't happy. She didn't like people doing her job. The demon was in deep trouble.

During the chaos that followed many people did valiant deeds, many more people did very stupid deeds. The first deed was accomplished by Mary in the form of starting her six foot chainsaw. Mary did chase many people and Mary did slay many people, but the demon was not one of them.

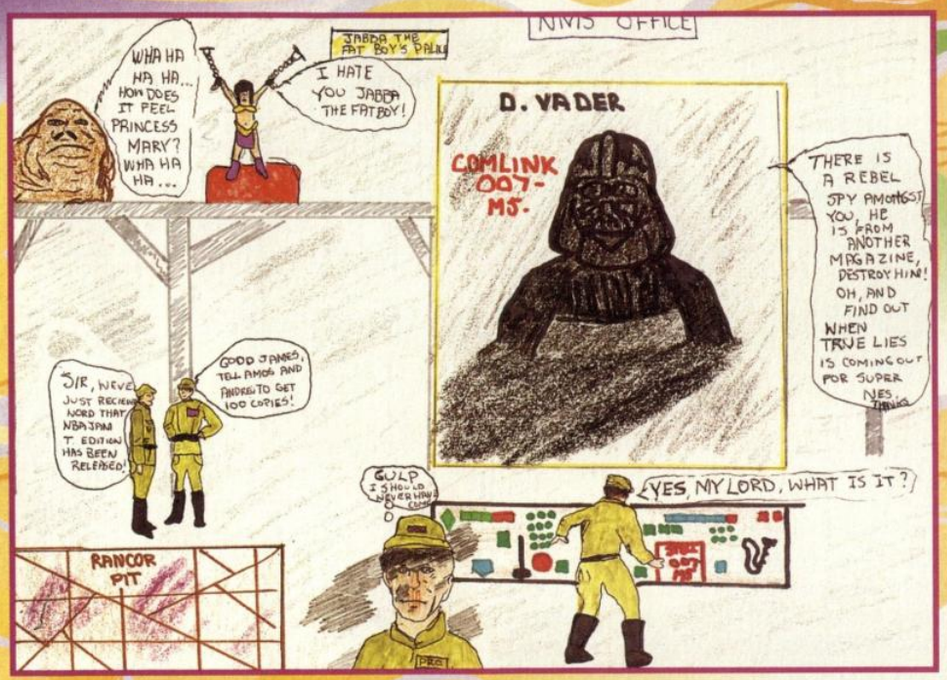
Andrew awoke due to the noise to find himself in the office with a terrible headache and no recollection of the night before. Already regretting waking up he promptly went back to sleep.

Blake 7 seized the opportunity to escape during the battle, after discovering that one of Skull's stormtroopers had informed the KGB of his whereabouts. He now resides in Curryland under the guise of Apu the Quick-E-Mart retailer.

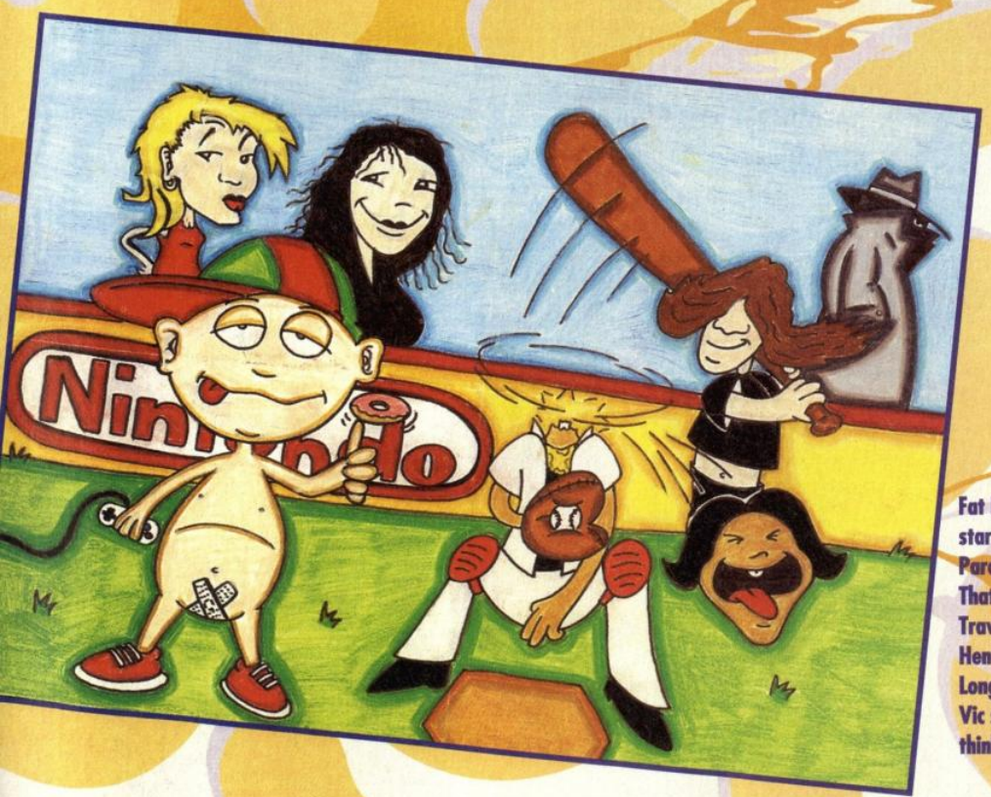
Just as things were looking grim for the NMS team, Almighty Skull appeared in the doorway with a dark look on his face. Skull raised his hands to the sky and a great fire did rain down upon the demon. The demon was vanquished, the world rejoiced and Skull did reign supreme.

Michael appeared through the hole, bringing with him a chequebook and a pen. He ordered the hole to be fixed and did thus speak, "Skull, thou doust deserve a raise!!" The world rejoiced again and lived happily ever after under the rule of the iron clad fist.

— Asa Stallard, Nannup WA


NMS OFFICE
WHA HA HA HA... HOW DOES IT FEEL PRINCESS MARY? WHA HA HA...
JABBA THE FAT BOY'S PALACE
I HATE YOU JABBA THE FATBOY!
D. VADER
COMLINK 007 - MS.
THERE IS A REBEL SPY AMONGST YOU, HE IS FROM ANOTHER MAGAZINE, DESTROY HIM! OH, AND FIND OUT WHEN TRUE LIES IS COMING OUT FOR SUPER NES.
SIR, WE'VE JUST RECIEVED WORD THAT NBA JAM T. EDITION HAS BEEN RELEASED!
GOOD JAMES, TELL AMOS AND ANDREW TO GET 100 COPIES!
GULP I SHOULD NEVER HAVE COME
YES, MY LORD, WHAT IS IT?
RANCOR PIT

Matthew Van Zyderveld of Murarrie Qld takes a Star Wars view of life at NMS.



Fat Boy to star in Parodius 3? That's what Travis Hendrick of Longwarry Vic seems to think!

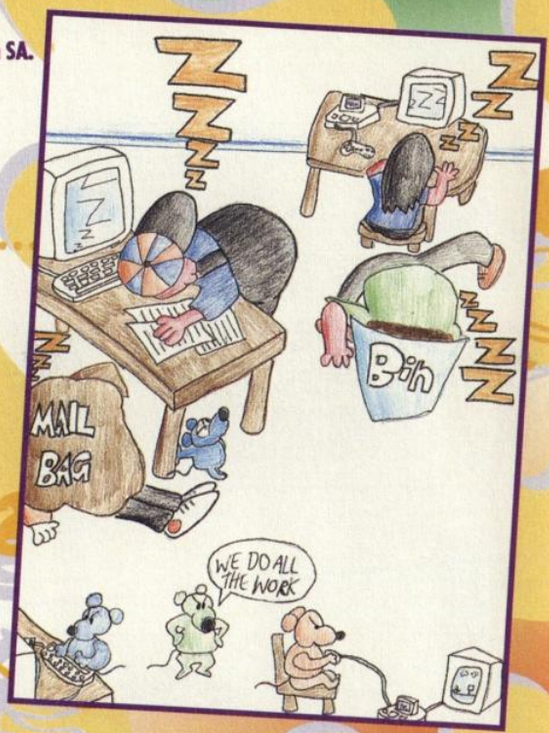
THE REAL NMS???!!

HAS ANYONE SEEN MY CHILLI, BACON, ANCHOVIE, PRAWN, AND LICORICE PAVLOVA' PIZZA'S
LITTLE DOES ANYONE KNOW THAT I AM ACTUALLY THARG THE MIGHTY, BORAG THUNGG EARTHLETS!
I AM WOMAN, HEAR ME ROAR!
I HACKED INTO NASA'S COMPUTERS LAST NIGHT! AREN'T I GOOD?
TAKE THAT YA' LITTLE PO*%K!
COOL BABY!
ANARCHY!, MAN! ETC.
TO WORK OR NOT TO WORK, THAT IS THE QUEST
SMAK!
YA!
RASP!
RUBBISH BIN

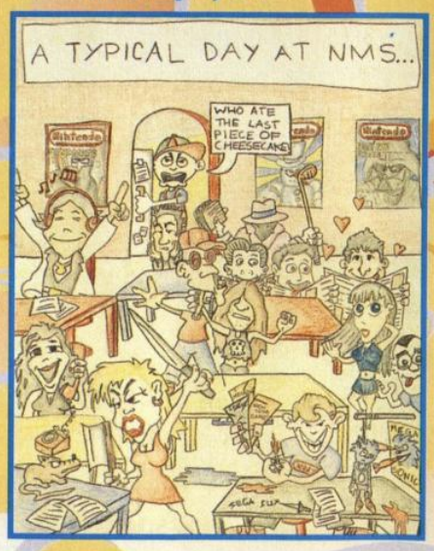
Steven Milich, Monash SA.

Madness At The NMS Office was the title of Anthony Olsen's masterpiece. Anthony lives in Deception Bay Qld.

Ian Doe of Donnybrook WA doesn't realise that the NMS offices are even messier than this!



Michael Wood, Kingaroy Qld.



The typical day at NMS starts like this. Michael comes in to the staff meeting room half playing PGA Tour Golf and signing documents to fire a few people that are late for the meeting. Mr Skull is at the back of the room explaining to terrified kids that DSV is not only a crap show, but it's a thing everyone needs in their life.

Mary is in the middle of talking (on her cellular phone her mum got her for Christmas) to her friends (what friends?) about the latest gossip when Andrew overhears her. Quickly she says "Oh, and have you seen the new game out? It's a real smasher, hey?"

Nick comes in reading his recent contribution to NMS issue #23 hoping someone will see him reviewing Super Punch Out, Wario Woods and Soccer Shootout in the best magazine in Nintendo history.

Unsurprisingly, Fat Boy is into his ninth pavlova sandwich today and he's still burping and James is boring some more salespeople telling them about sociopolitical philosophical for the third time. Finally, Michael finishes his round of golf and he calls the meeting to order. After a few minutes of waiting (which seems like hours) he says "It seems to me that there has been some mix-up between my computer games and your computer games. I have found that my games Super Mario Kart and Donkey Kong Country are missing."

"Sorry Sir" says Rod and he hands them back.

"The meeting is now closed. Oh, and Mr Skull, please don't put holly berries in my coffee next time. I'm too smart for that."

All of the employees rush out of the meeting room for lunch as if they're a herd of animals. After lunch evryone is playing computer games. Andrew is the only person doing something positive to get the next issue of NMS on the road. Andy is trying to create an interesting lifestyle but that isn't going very well so he'll just have to make do with the boring life he's got. Today Jane is wearing a mini skirt nearly up to the top of her legs trying to attract the men, but no such luck. She is now making up a petition to kill and bury Amos Wong so she can get all of the attention. All she would get is rotten vegetables. Paul B is strutting around the room trying to be like his idol, Shakespeare and saying to everybody "to be or not to be". Usually Paul D would act like he's an idiot running around except he is quite calm now, stroking the feathers of the ducks from the local park and the tramps are saying proper sentences now all because Paul took evening English. What a wonderful world.

Gary F is asking everyone if they know if any new pinball machines are released. Unfortunately, the answer is always "no" so he spends all his spare time trying to act like a western cowboy star. Bradley is trying to create a new picture for the front page of the next NMS edition except he doesn't know what the other people are reviewing. Kinko the Clown is aiming at Mary with his spud gun because she is chit chattering again and he's sick and tired of the old Space Invaders.

—Adam Royle, Belmont Qld

THE REAL NMS???!!

Ticiano Geraldes, Frankston Vic.

Who hoo! Yee ha! This was just another typical day at the NMS office. Andrew was swinging around on his chair mouthing off to Ben. While Amos was dancing around the floor singing to the latest tunes on the Super NES.

Meanwhile, Mary was lazing around the couch playing Wario Land on her Game Boy. Next minute the boss walked in! Off went Mary's Game Boy, Andrew stopped mouthing off to Ben and Amos ran back to his desk and got back to work. All the heads were down hard at work, working on the next cool mag.

The boss yelled out "What's going on in here?" Not a sound came from anybody. The boss was in one of those moods again; next all the heads tilted up to see and hear the door slam as the boss walked out.

In walked Fat Boy, the boss followed him back in, Fat Boy started to walk to the fridge about to eat something when the boss gave him a lecture on how fat and stupid he was. "There isn't enough food in the fridge! I go to eat something and it isn't there."

"You eat everything! The fridge is never full when you're around!" Then he stormed out and slammed the door behind him. "What's up with him," Fat Boy said? Mary answers he's in one of those moods again! Then Fat Boy walked over to the fridge to have a couple of sandwiches and a drink of Coke.

They all started to do what they were doing before the boss came in. Mary playing Wario Land, Andrew mouthing off to Ben; and Amos dancing around. They do this each day and make sure the boss doesn't walk in and catch them fooling around!

— Lauren Torocsik, Wodonga Vic.

Hello, ace reporter and fellow N-head, Robby Bartlett here, and today I will be answering the question that's on everybody's lips, what really goes on at NMS.

I knock on the door and it is answered by Fat Boy.

"Oh, it's only you," said Fat Boy between munches on his pavlova and chutney sandwich, "I was hoping you were the pizza boy". I went inside with Fat Boy and he went straight to his fridge. I followed behind him and caught a glimpse of the paradise that is in his fridge. I started walking around and there was a knocking on the door. To my extreme surprise Fat Boy did a double-quadruple sumer-flip and was at the door before you could say 'Sega sux'. He opened the door and the guy on the other side yelled Fat Boy's favourite word "PIZZA".

"Finally," said Fat boy, "I was starting to suffer from withdrawal symptoms".

"That's 21 Pavlova and Jerky, and 24 with the lot" said the pizza boy.

"The lot??" said Fat Boy.

"Sorry," said the pizza boy, "I meant 24 with the lot minus the pineapple. That will $400."

Fat Boy pays with his Nintendo Express card and locks himself in the toilet so he can scoff all 45 pizzas in peace. Or that's what he thought... Andrew came running around the corner practically bursting. "Come on Fat Boy, I really gotta go."

Meanwhile Skull is trying to conduct a DSV meeting while pulling off as many fatalities as possible on Mortal Kombat II, while sitting on the edge of his seat waiting for more news on Mortal Kombat 3. I don't know how he does it!

In another room Mary is gossiping on the phone to someone we've never heard of, about pretty well nothing at all.

I see the mysterious Michael sneak through to pick up a game that he says he's going to review and to sign the cheque that will pay for Fat Boy's extensive food bill.

There is a sign on the review room door that says that Blake 7, Ben, Nick and Andy are off bludging at Timezone since there are no good games to review at NMS base this month.

Amos is sitting in an arm chair reading his ... FAN MAIL (he actually gets a fair bit of it).

Bradley, Kuen and Peter are slaving away at hot drawing boards, trying to get the pictures done by tomorrow's deadline. They fear that if they are not done they may have to face the wrath of that hot curry that Fat Boy ate last night.

Fat Boy's out of the toilet as he has finished all of his pizzas, but don't worry, he's munching on a pavlova sandwich to keep him going while he waits until the next lot of pizzas he's ordered arrive.

The phone rings and Skull answers it. "Hello, NMS's representative of the DSV group, Skull here. Oh hi Apu, how are you today?"

"Well I am suffering a bit from yesterday's session of squishy testing. Never ever try the new liver squishy."

"Hmm, I'll remember that" Skull replies.

"It's not all bad though," said Apu, "I thought of a great competition for your esteemed mag... You could run a competition to see who can come up with the weirdest squishy flavour."

"Hey, that's a really good idea," Skull said.

"Yes, I know," Apu said happily, "and the prize could be a year's supply of chicken, beef and oriental jerkys."

"That's a really, really, really good idea Apu, I will put it in a priority spot in the next magazine. Bye."

"Bye," said Apu as Skull hung up.

I glanced at my watch hand when I saw the time I knew it was time to go (it was 3.30 - way past my bedtime).

Until next time Robby Bartlett signing off.

— Robby Bartlett, Salisbury Pk SA

REVIEW

GAME BOY

CART SPEC
- BY: MALIBU GAMES
- RRP: TBA
- RELEASE: OUT NOW
- GAME TYPE: SPORT
- CART SIZE: ?

GAME FEATURES
- NO. OF PLAYERS: TBA
- HEAD TO HEAD: TBA
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Colour of the player's undies

GAME INFO
- GAME ORIGIN: FIFA has appeared on most video game formats and now the Game Boy
- GAME DIFFICULTY: Average
- SCORE TO BEAT: ?
- ALTERNATIVES: Soccer, Goal!
- SUPER GAME BOY Additional Features: Super enchanced colours

GAME CONTROL
- CONTROL: Game Boy
- RESPONSIVENESS: Good

A — Tackle/shoot

B — Select player/pass

S — START: Pause

S — SELECT: Nothing

GAME CREDITS
- DEVELOPED BY: MALIBU GAMES
- DISTRIBUTED BY: METRO GAMES
- MADE IN: UK
- ARTWORK: ©1994 ELECTRONIC ARTS

FIFA In S

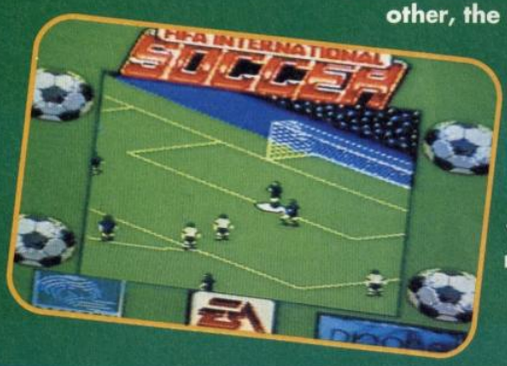
Soccer is one of the most played and watched games in the world. Its popularity stems from the fact it can be played by anyone anywhere. A game of skill, the players who make it to the international level are some of the best athletes in the world, and they come from no less than 48 national sides to the FIFA world cup. With an accurate summary of each team, FIFA International Soccer brings the excitement of the sport to your Game Boy.

A LEAGUE OF OPTIONS

FIFA international Soccer has several different play modes that allow you to compete in different levels of competition. You are also given the option of playing an action game or a simulation. In the simulation mode the players tire and get injured, but not so in an action game. Not only that, but you can also choose the weather and pitch surface.

Exhibition Mode: This is a single friendly match. A quick kick around with the boys, then off to the pub!

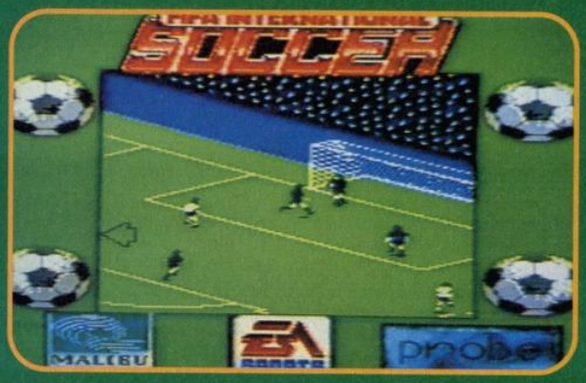
Tournament Mode: Tournaments are structured so that there are six qualifying groups of four teams. Each team in each group plays each other, the top two go on to the playoffs.



Playoff Mode: You can start straight away from here without qualifying in the tournament mode, but either way it's a nice round of sudden death soccer. no friendly handshakes here!

League Mode: Choose the teams you want to play in your league. The games are played between you and the computer, and the computer plays the remaining teams in the round.

ernational OTTER



THE MOD SQUAD

The starting line up of your team can be fine tuned according to your wishes. Each of the players skills are posted with a rating from 0-99, and there are fourteen different skills that are rated, from speed, ball control to agility and aggression. Depending on which team you are playing, it is best to choose players with the necessary skills to negate the opposing side's strengths and take advantage of its weaknesses.

The match statistics can also be checked to see whether the game is progressing in you favour or if any adjustments to your team need to be made. The stats displayed are the score, number of shots on goal, saves, time in possession and fouls.

At the start of the match a coin is tossed to decide who will kick off. The main player you control is identified by a circle underneath them, and if you have possession of the ball the circle will become dark. The player nearer to the ball is the one that usually is highlighted, however you can select a different player if you like.

COMMENT

NICK

FIFA Soccer has all the realism a soccer enthusiast could possibly want for their Game Boy, but this, unfortunately, relates to the statistics more than the game play. I wasn't really expecting too much, but this particular soccer game is really unplayable. The player's movements are sluggish, there is little control over the ball, and the responsiveness of your players is crap. What does this game have going for it? Well, the music is actually quite good, but this is only heard during the options screen.

Being one of only a couple of Soccer games available for the Game Boy means that there's not much competition and FIFA is probably the best of the lot. I may sound a little harsh, but I think that some games just don't work well on the Game Boy and soccer is one of them. The screen is just too darn cramped and tiny for a sports game and this severely limits the fun factor.

REVIEW
GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Clean looking game...
▼ ...marred by heaps of flickering and tiny, tiny players crawling around the field.

60

SOUND

▲ Great tunes and jingles played during the options screens.
▼ The sound effects are limited and most of the game is played in silence.

55

PLAYABILITY

▼ The players disobey your directions and generally run amok as they please.

62

LASTABILITY

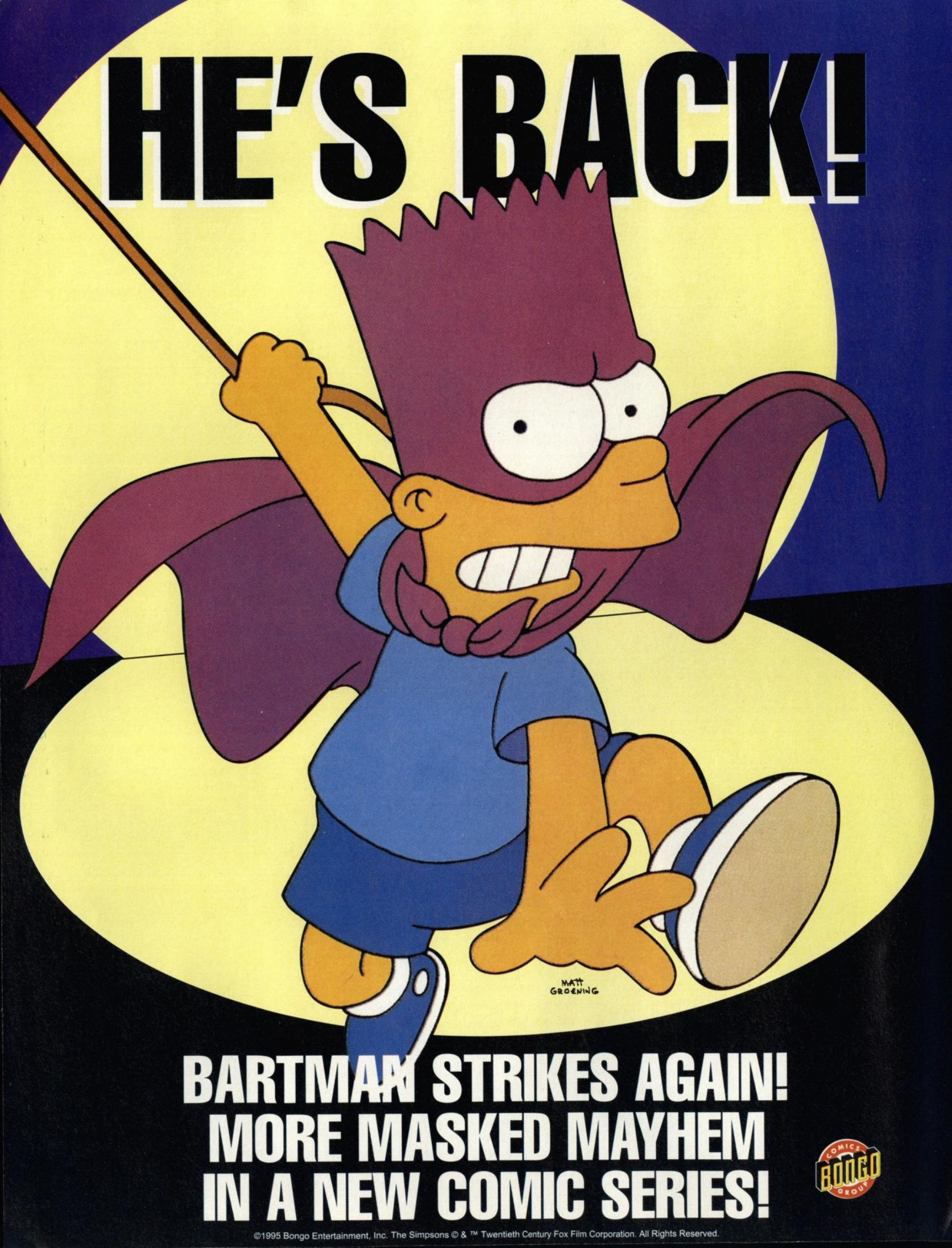
▲ Heaps of options and stuff to play around with. The tournament mode gives you something to aim for.

67

OVERALL

FIFA on the Game Boy just doesn't work as well as it does on other formats and you'd do well to give it a miss.

63



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ANIME INTERVIEW AHOY!

From a sexy spider woman with a nasty set of teeth where you least expect them, to a superhuman warrior with a nest of wasps growing on his back, some of the most jaw-dropping demons have appeared in the anime of Yoshiaki Kawajiri. The moody atmosphere, brilliantly choreographed action sequences and distinctive character designs inherent in his work also make him one of the most dynamic anime directors around. In between his squeals of girlish delight, our very own Amos Wong, managed to ask him some questions.

Kawajiri started his career at Mushi Productions (a studio set up by the manga/ anime legend Osamu Tezuka) as an animator at just 18 years of age where he worked on the classic Jungle Emperor series (that's Kimba The White Lion) as well as many other productions. His works available now or coming soon to video in Australia include Lensman, Wicked City, Midnight Eye Goku, Demon City Shinjuku (aka Monster City), Cyber City Oedo and Ninja Scroll. Other credits include the storyboards for Desperate Love, based on the shojo (women's) manga of the same name; a video clip, Jesus Christ Love For You, for Bronze Cathexis (an anime music video) and contributions to A Wind Named Amnesia.

NMS: As your animation is very cinematic do you feel that a live-action version of your work would be pointless?

YOSHIAKI KAWAJIRI: I'd be interested to give it a try, but the fantastic thing about animation is that it gives you great freedom; I find it far more exciting to be able to create everything from scratch, like character designs for example. Live action by comparison has more technical limitations, so you really have to bear in mind the kind of movie you want to make and whether it can be fully realised with the budget and technical expertise at your disposal.

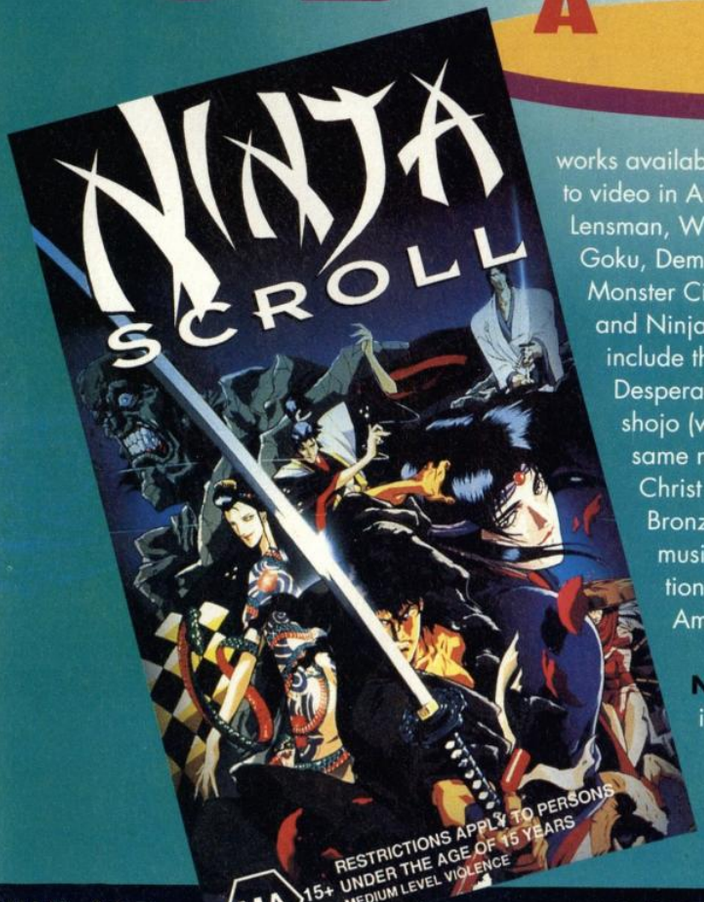
NMS: Your character designs look more realistic than the ones in anime like Macross; is that so your work can reach a wider audience?

YK: It's really more my own style as well as the mood and setting of the stories that shape the way my characters look. As other stories have a different feel it's no wonder that there's a great diversity in the way characters appear in various anime.

NMS: Tell us about Madhouse; are all your works animated by them exclusively these days?

YK: Madhouse is a studio that has been producing animation for over twenty years and their work is of a consistently high

anime AHOY



quality. Although most of the staff that help me on projects belong to Madhouse, there's also many other talented artists out there and I often ask them to work with me.

NMS: Will you be exploring computer animation in future projects to the level as in Lensman?

YK: Computer animation technology these days is amazing, but even so I still believe that it is better suited to support cel animation and not used exclusively.

NMS: The Wasp Devil of Kimon from Ninja Scroll as well as other monster designs from your anime are incredible! What are they inspired by?
YK: I'm interested in the impact of horror created by blending reality and fantasy and so I like designing creatures that are half-man and half-beast. I often use these creatures in my work because only through animation can these creations truly exist. If you were to see them in a live action movie, no matter how real they look, they're ultimately created by special effects. However, in the animated worlds I create they are living, breathing creatures in their "natural" settings.

NMS: In terms of setting, Ninja Scroll has been a departure from the near-future scenarios of your work.
YK: Well, I've been a big fan of the ninja genre since I was a kid. To make an anime like Ninja Scroll is a dream come true!

NMS: Ninja Scroll was an original story written by yourself with no manga support. Was it hard to get funding for the project?
YK: There's no doubt that times are tough in the anime industry, but thankfully producers were very enthusiastic about Ninja Scroll.

NMS: Which directors are you inspired by and what are some of your favourite movies or shows?
YK: I'm strongly influenced by the works of Toru Idezaki, a very talented man who's made a great contribution in developing animation as an art form. As for my favourite movies, they are Butch Cassidy And The Sundance Kid, Die Hard, Blade Runner and Akira Kurasawa's Yojimbo.

NMS: What are your hobbies?
YK: Ah, the most intellectual martial art... Mahjong!

NMS: Can you tell us about some new projects you are working on?
YK: It's not happening yet ... but I'd to direct a new episode of Vampire Hunter D. It was originally written by Hideyuki Kikuchi.

NMS: Do you plan to make more episodes of Cyber City, Midnight Eye or a sequel to Ninja Scroll?
YK: Well, they are all works that I am very fond of, but if I have a chance I'd like to see Jubei embark on another adventure.

NMS: Ninja Scroll is set to do well with anime fans in Australia; would you like to say something to them?
YK: Some of you may not be familiar with the old Japanese classics from which Ninja Scroll is inspired, what the ninja are and what they represent. Think of them as supermen from the days of old. The battles between these supermen are the main focus of Ninja Scroll and I wanted to convey both the ferocity and the beauty of their clashes. I hope you'll be thrilled by the action and intrigued by their mysterious ways. I'd be interested to hear what you think about it.

Thanks to Paul Wiegard, Joanne Edensor, Makoto Seya and Hidei Hoori for their help. Letters to Yoshiaki Kawajiri may be sent c/o Anime Ahoy, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

PROJECT A-KO
Release details TBA

How do you win over a potential new friend at school? Build gigantic mecha to smash up his/her existing friends of course! Well, that's what B-Ko does when she sets her eyes on new student C-Ko and her super powered pal A-Ko (who instantly becomes B-Ko's mortal enemy) at Gravitron High School.

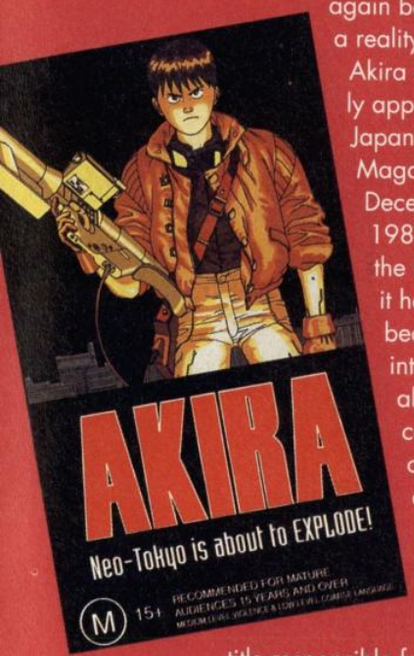
Project A-Ko is a great anime parody. Nothing is sacred; the giant robot genre, Macross, Fist Of The North Star, even Akira! Hardcore fans will have a real good laugh at the piss-take of Space Pirate Captain Harlock and his ship The Arcadia. Not that parody is all this is about; the story is a crazy mix of slapstick comedy, alien invasion, hard science fiction and the love triangle feud taken to the max! Even if you don't get all of the in-jokes, there's plenty more to enjoy. The outrageous action sequences are a high point, but since the staff have worked on classic anime like Urusei Yatsura (Lum), Crusher Joe, Wings Of Honneamise and Gunbuster, do you expect anything less? Here's hoping the rest of the A-Ko OAVs make their way over here soon.

DEVILMAN: THE DEMON BIRD
Manga Video (M $24.95)

Although I found the previous episode disappointing, Micki's hilarious biscuit catch in the first minute and Devilman's battle with Demon Bird Shirinu during the story's half-hour climax made me think again! The voice acting, film direction and character designs have been improved along with the overall animation quality - perhaps the assistance of Triangle Staff (animation production on Macross Plus) helped. Outrageous characters (especially in Shirinu's case!), plenty of demon dismemberment, and spleen-busting action make this well

worth having! Devilman fans will be interested to know that Shirinu was Amon's lover in the original TV series, before he merged with Akira to become the hero of the title.

AKIRA
Festival Video (PG $24.95)
When biker punk Kaneda and his gang cross paths with Number 26 and the military, their lives, along with the rest of Neo Tokyo's population are changed forever, when the threat of the city's destruction at the hands of the mysterious Akira once again becomes a reality.


AKIRA
Neo-Tokyo is about to EXPLODE!
M 15+ RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER
MEDIUM LEVEL VIOLENCE & LOW LEVEL COARSE LANGUAGE

Akira originally appeared in Japan's Young Magazine in December 1982; by the late 80s it had become an internationally successful comic and feature film - the flagship title responsible for the latest generation of anime fandom. Katsuhiro Otomo's visual tour de force is an essential part to everyone's collection. The animation and film direction is first rate; a huge palette (in animation production terms) of 327 colours were used to create the incredible depth apparent in every scene; the soundtrack by Geinoh Yamashirogumi is one of the most distinctive I've ever heard in any film, animated or otherwise and on top of the incredible action there's a gripping, multi-layered (if sometimes a bit confusing) story. Buy this now, but Akira should also be seen on the big screen at least once!

MACROSS PLUS Part II
Manga Video (? $?)
Sharon Apple's first concert in Eden; Isamu's first flight on the YF-19; escalating tensions between Isamu and Guld over Myung and the project explode with a mighty mecha slugfest ... there's even cameos by robots from the 1984 Macross movie!

Anime fans worldwide are raving about this and it's no surprise as Macross Plus is shaping up to be a classic! The story is totally absorbing with believable characters, the mecha and combat scenes are some of the best I've ever seen and the soundtrack is fantastic! If you haven't bought this yet then do so immediately!

LENSMAN
Festival Video (M $24.95)
Kimball Kinnison was just an ordinary farm boy when he received the LENS from a dying Galactic Patrolman.

Once entrusted with this device usually bestowed only to the most accomplished Patrolmen, young Kim is propelled into a galactic power struggle beyond his dreams! As well as giving its wearer amazing powers, this LENS also holds vital information on the Boskone Empire, an evil race and threat to the galaxy; in no time young Kim is subjected to many life or death encounters as he (and some friends met along the way) try to get the information to Galactic Patrol HQ.

Loosely based on a series of novels by E.E Doc Smith, Lensman features some impressive computer animation; the opening space battle and the LENS transfer sequence are stunning. Cel animation is equally amazing, especially the escape from the enemy mine towards the end. The mecha and alien designs are cool and there's laser action aplenty for action fans. Unfortunately the audio mix is a bit dodgy, as a result most of the sound effects and music are a bit low and you don't quite experience the full impact of the action. Still, it's definitely worth a look.

PLASTIC LITTLE
Kiseki Video (TBA $29.95)
Tita is in her teens and already commands a submarine named the Cha Cha Maru! A pet shop hunter by trade, she and her crew capture creatures from the Sea Of Clouds for those who want companions of a different kind. When she meets a teen girl on the run from the sinister General Gaisel and his gang of military thugs, Tita is able to not only compare ... ahem ... anatomical differences with her (in a rather funny bath sequence heh heh), she can even show a bit of fighting instinct as the Cha Cha Maru crew take on the military to protect her new found friend! This is definitely worth a look; the animation quality is superb, the character and mecha designs look great (especially the Cha Cha Maru) and the story, while a bit thin, is action-packed and entertaining. The good news for hardcore fans out there is that it's subtitled, and the voice acting is brilliant! Fans of the female anatomy can enjoy an eyeful too (hello Kuen!). Hopefully more episodes will be produced in the future.

APPLESEED
Manga Video (M $29.95)
Based on the manga by Masamune Shirow, this dispenses with some of the more complex subplots of the comic yet retains its main themes, namely the flaws of a utopian society run by bionoids and the acts of terrorism that rear their ugly heads in these "perfect" conditions. When they do occur it's up to Deunan, Bulliaros (Briareos in the manga version) and the rest of the bunch at ESWAT (Extra Special Weapons And Tactics) to save the day!

Frankly, I found the overall direction and look a bit flat in comparison to the detail of design and the dynamic action sequences seen in Shirow's manga; Duenan and co. also look quite bland in

the anime version when compared with their manga counterparts. It's still worth a look, but not quite an essential purchase.

STARBLAZERS
Kiseki Video (TBA $29.95)
Ahh ... one of my favourite shows from my childhood! Originally titled Space Cruiser Yamato (Uchu Senkan Yamato), this 1974 TV series was a grand space epic with powerful human drama and depth of characterisation lacking in most other sci-fi shows around.

In 2199 the Japanese WWII battleship Yamato is retrofitted with alien technology to enable it to complete the 148,000 light year trip to Iscandar in a bid to save the Earth from radiation poisoning at the hands of the invading Gamilon Empire. Earth's population have only one year to live, humanity's fate lies with the Yamato and its heroic crew...

Three waves of TV anime have hit Australian shores: Kimba, Marine Boy and Astro Boy belonged to the first; then came StarBlazers and Battle Of The Planets during the early 80s and then the likes of Robotech and Voltron a few years later.

Older anime fans can enjoy this classic show once again and although new fans ushered in by Akira, Urotsukidoji and Macross will find the look quite dated, Space Cruiser Yamato remains one of the landmark creations in the anime world. Check it out.

* For more background info on its creators as well as the new Yamato OAV, get your hands on the Kiseki newsletter this month.

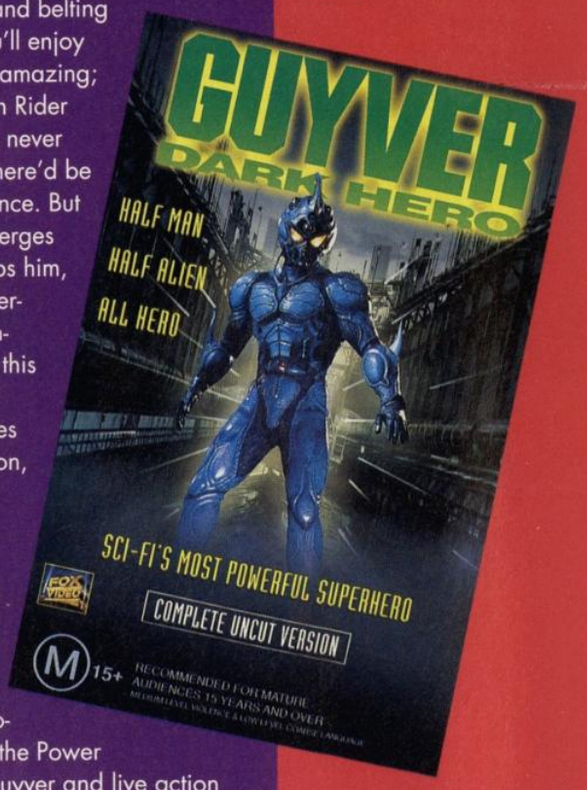
GUYVER: DARK HERO
Fox Video (M $TBA)

Before the current anime craze gathered steam over here, a live action movie based on manga creator Yoshiki Takaya's The Guyver slipped quietly into the video shops. Titled Mutronics - The Movie, it was directed by Steve Wang and co-directed by special effects man Screaming Mad George in 1992. The schlockmeisters among you may be familiar with George's name as he's worked on a plethora of horror comedies that include Society and The Reanimator. Star Wars fans might be interested to know that Mark "Luke Skywalker" Hamill plays an FBI agent who infiltrates the Kronos Corporation. Containing many comedic elements, Mutronics was a less than faithful adaptation of the manga to say the least, though the effects, especially of the Guyver unit and the hero's genesis were quite well done: the writhing tentacles that suddenly burst out of the unit to invade the body of Sean Barker (Sho Fukamachi's live action counterpart) were impressive indeed. Two years later, Wang's second effort Guyver: Dark Hero, promised to be truer to the spirit of the original manga, much more serious in tone. This time, he's calling the shots.

"I'm a big fan of Japanese animation which is how I came to know the Guyver character," says Wang. He's also been a longtime fan of the live action genre (the heavily edited Mighty Morphin Power Rangers series is probably the most well known example of the genre over here). Hardly surprising, as he grew up in Taiwan watching the likes of Astro Boy and Ultraman on TV "I thought it would be great to do [The Guyver] as a live action film" he adds. "What attracted me most was the inner struggle between the human character and the alien inside him. He feels that he's a freak, but he's really a hero". Also an accomplished make-up and special effects specialist, Wang has worked on films like Predator, Gremlins II and Batman Returns. His respect for Takaya's creation brought him to Japan before the production of Dark Hero to "get the blessing of the creator, so to speak. He was very positive and he really loved what I did with the film; he felt it was a story that would have made a good comic".

Dark Hero takes place a year after the events seen in Mutronics. Kronos was destroyed, but the killing instinct of Sean's Guyver half continues his fight, this time against crime. Continually plagued by nightmares and searching for the truth about what he is, Sean ends up at the archaeological site at the Utah caves, where there's been reports of "werewolf attacks". There, Sean discovers the Guyver units origins as well as the presence of Kronos once again!

Frankly, I was disappointed at first with Dark Hero. The music is a bit heavy-handed and deserves something a bit slicker. But once the action revved up I quickly changed my mind; the costumes and battles with the Zoanoids are really cool and transported me back to the days I watched live action classics like Kamen Rider V3 back in Hong Kong! The fights are very impressive; if you like watching Chinese action movies with people jumping around and belting the crap out of each other you'll enjoy this! The computer effects are amazing; back in the old days of Kamen Rider when people transformed you never really saw what happened - there'd be a cut somewhere in the sequence. But in this, the Guyver armour emerges from Sean's back and envelops him, just like it does in the anime version! It's enjoyable and action-packed but make no mistake: this is not a T2 scale production. Although the names and places differ from the Japanese version, Dark Hero is indeed an effort truer to its manga origins; Sean's struggle with his alien half, his fear of being seen as a freak by others as well as the huge spaceships that appear towards the end of the manga have been incorporated into this feature. Forget the Power Rangers for the time being; Guyver and live action fans should definitely take a look at this!



THE X FILES™

THE COMIC OUT NOW

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MAIL BAG

Well yes and here we are with another glorious month of Mailbag. Some people's letters' pages might cover all the controvbersial issues of the day - politics, religion etc. Ours covers the latest correspondence on the Dinosaurland hotline, including a guest appearance by Yoshi's evil nemesis - Zoshi. If you feel you have something to contribute then write to Mailbag, PO Box A305, Sydney South NSW 2000.

ALL RIGHT FAT BOY, LISTEN UP!

This letter has a lot more significance to the world today than a lot of our other stupid letters, (like that Indian guy - get a life! - we read NMS for video games, not to read about your sad life!), so please print it.

The plain fact is, that I don't think Nintendo Magazine System is as good as it used to be. I used to go down to the newsagent and squeal when I held my new issue in my hands. I knew that it would be full of good reviews, news, fun and tips. Now I pick up a copy and think, "Oh, NMS is out. How...exciting".

I reckon that around issues #12-#15, the magazine was at the absolute prime of its life. One thing I've noticed is that you all seem so negative. Take issue #14, for example, the ratings for the games were as follows: 85%, 92%, 81%, 81%, 72%, 91%, 88%, 91%, 91%, 90% and 42% (eleven reviews). Notice anything?

Now let's look at issue #26, just over a year later: 93%, 66%, 62%, 30%, 65% and 55%. Apart from the fact that there are only six reviews, why is only one of them worthwhile? We want to hear about more than one good game per month! And if there aren't any goodies coming out, review an old one for crying out loud!

Next gripe is the letter column. Why do you bother printing so much rubbish that keeps coming in? There's no excuse. If there aren't enough good letters, go back one page and use the rest for more beneficial material. (Check out issue #6 for a great news section.)

Q&A is pretty much the same. I reckon the one question per person thing back in issue #2 was excellent - why change it? You could be more choosy about the questions and fit more people in.

N.N.N. (Nintendo News Network) was frankly better before as well. Sorry, it's true. Everything was clear and easy to understand.

And just because Nintendo UK have given the NES the boot, it doesn't give you permission to ignore it from now on. It may be dead but its remains are still here. You should have a big comp where you give away a whole stack of classic NES games.

I'm really sorry if this letter is a bit (A BIT?!?!) harsh, but I am just concerned. NMS seems to have lost its heart. Please take my suggestions into careful consideration.

Thank you
Peter Jenkins
Pearcedale Vic

Your suggestions have indeed been taken into account Peter, but there are some things that you obviously haven't taken into account. Your comparison between two issues of NMS a year apart is more of a sad indictment of the state of the gaming industry. And quite frankly if we have a month's worth of crap game releases, I'm afraid we're gonna feel obliged to tell you as much. As for the wonderful world of NES, I'm afraid we've been down this path before. There is only one company bringing NES games into Australia and there ain't too many of them so we review them as we get them (and yes we have re-reviewed classic NES games but only the ones which are available - there's no point in reviewing stuff which hasn't been available for a couple of years).

DEAR FAT BOY

I am extremely angry. Why are game companies so slack when it comes to releasing games? In Australia, we don't get any of the good games that Japan and countries in Asia get. People complain about the NES getting hardly any new games and on a recent visit to Hong Kong I saw to great games that would sell great on the NES. Nintendo wouldn't have to abandon the NES if some companies would pick up the rights to Heroes 2, Fatal Fury Special and (as I am a fan of RPGs) saw Dragon Quest, the first game of the Secret of Mana series and Final Fantasy: Mystic Quest. I want these titles released now.

So what is wrong with these gaming companies? All game companies get it together.
The Hobbit
Book World

Okay, okay stop fretting! We have actually published the addresses of all the major games distributors here in Australia, so why don't you go and ferret through your back issues and write them a letter! As for RPGs, take heart at the mighty six page review of Chrono Trigger in this month's NMS.

DEAR FAT BOY

Congrats on the most excellent gaming mag ever. With this letter I have enclosed a couple of pictures of babelicious Chun Li and Cammy! and you, Fat Boy, I have captured your coolness onto an A4 piece of paper getting your gory revenge. Hope you like them?

I simply love Super Street Fighter II!! The moves are just stunning and I love the new 'choose your fighter' portraits. Though I don't own it yet, I've played it on my friend's Super NES. My brother has passed it with Cammy, Dee Jay, Fei Long and T. Hawk, as well as all the original players on SFII Turbo. Legend, huh? He is only nine and a half!

Unfortunately, I have not passed it with any. I'm just not as good as my bro. He taught me all their moves so I know them off by heart. I am a great drawer, as you can see from my pictures. That's a talent that I want to be very famous for.

Well gotta go now.
Lauren Chalmers
Melbourne Vic

Brendan Loughlin of Manly West Qld has wasted many good game-playing hours creating Mario in Lego so we've decided to publish his slightly out of focus photo of his masterpiece.

Well Lauren, I don't think we can have your 9 year old bro beating you at SSFII, so start practising.

KIA ORA FAT BOY

I have just recently purchased a cartridge, but I haven't a clue how to play it. This leads to my enquiry, I was wondering if you could send me some information on how to play the game (such as how to do each players fatalities in the game). The game is Mortal Kombat II and if the sort of information was sent to me I would be highly grateful and would pay a reasonable cost for the product, for I have looked all over and haven't found anything not even a player's guide or manual.

If you cannot inform me on what I ask, then could you at least write back any other contacts available please.

A Sick Person has sent in the continuation of Anthony Larson's comic from NMS 25.

Thank you guys, heaps!!!
Vaughan Walsh
Blenheim NZ

What you need my good man is a copy of NMS 19 which has a full guide to MKII This will set you back a mere $7.50 (Australian bucks that is). Why not turn to the back issues ad in this issue for the order form.

DEAR FAT BOY
Can you send me lots of codes for NBA Jam (TE) and a list of good games to purchase on the Super NES?
Scott Werry
Parkdale Vic

If you didn't get the last issue of NMS with the NBA Jam Tournament Edition guide then make sure that you get a back issue. As for other good games, then here's a brief selection from my personal favourites:

FACTORY
NMS INC
WHO SAYS..... OUR COMPANY BRIBES OUR CUSTOMORS WITH FREE TOYS, TO BUY OUR MAGS?
BY THE WAY, IF YOUR WONDERING WHY THIS IS A BLACK & WHITE PICTURE, ITS BECAUSE I ATE THE COLOUR.
NMS TOYS
FAT BOY
Someone anonymous was responsible for this pic.

Super Street Fighter II, Mortal Kombat II, Super Mario Kart, just about any of the Mario games; Super Metroid, Secret Of Mana, Kirby's Dream Course. Well really the list goes on, but if you're in any doubt, rent it before you buy.

DEAR FAT BOY
When I am not body boarding, I am playing with my Nintendo gear. To the point, your mag costs $4.95, and my regular body boarding mag costs $4.95. I usually get one mag a month, and I use the rest of my money on other stuff. So I am torn apart about which magazine to get. My body boarding mag usually has some stickers and lots of chicks (so not to be sexist, and hunks too.) Yours usually doesn't. So impress me by putting some of the mentioned things in your mag for the last time, come on Chun Li or Cammy?
Sampson Bastion
Mc Laren Vale SA

What there aren't enough pics of Cammy or Chunners already? Are you blind?

TO FAT BOY
You know that guide you did on Killer Instinct (issue 26)? Well, speaking frankly, it was really crap. It had no solid information, and when I read it , I got the feeling you were just trying to write anything to fill the pages! Let's take a look at it: quarter page on button chaining etc.; half page intro; quarter page photos (on the first page).
It gets worse! The fifth page was four-fifths pictures; one-fifth writing about the graphics in the game.
I have come to accept tones more quality from your great magazine, especially in the guides which were usually brilliant.
Mr Ooogy
Fremantle WA
P.S. Loved the thingy on the SFII manga.

All right what you, and the rest of our whining readers seem to forget is that not everyone is at exactly the same level of game play and knowledge as you are. What you have to remember is that some of our readers may not have actually seen Killer Instinct in action when they read the first part of our guide.

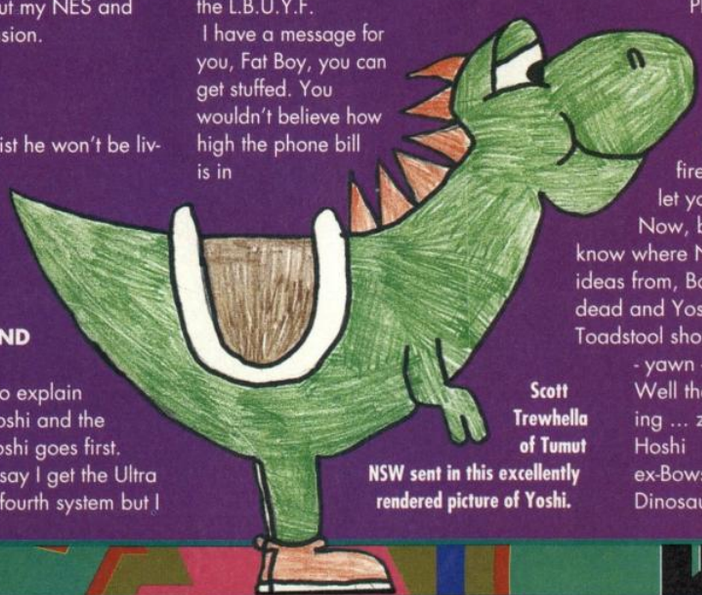
• - • - - • - • • - - • DINOSAUR HOTLINE • - • - - • - • • - - •

TO FAT BOY
Could you tell Yoshi to stop babbling on with all that #@*%. So what he gets NMS on time 'cause he has a special zone. You're not perfect because you won't come in my castle - chicken.
Roy Koopa
Castle #7
Valley of Bowser
Dinoland 0101
P.S. Could you, Fat Boy, please review Mario World.
P.P.S. I know where a restaurant called "The Pavlova Parlour" is.

DEAR FAT BOY
It's me Goshi (red cousin of Yoshi). Who the glorp is Roshi? He does not exist in Dinosaurland or Star Road. When I stayed in an apartment at Donut Plains, I got out my NES and played Maniac Mansion.
Goshi
Star Road
Dinosaurland
P.S. If Roshi does exist he won't be living long because I borrowed a Bazooka off a nice thing named Terminator.

DEAR FAT BOY AND FRIENDS
Today, I would like to explain two things, one to Boshi and the other one to Joshi. Joshi goes first. Joshi, I am going to say I get the Ultra 64 you may get the fourth system but I get the fifth. The fourth is the Virtual Boy.
Boshi, my name is Roshi, R.O.S.H.I. Roshi okay?
Roshi
Star Road, Dinosaurland
P.S. My name is not Goshi!
P.P.S. Yoshi, you're dead!
P.P.P.S. Joshi, tell me more about this comet express thingy. Please?
P.P.P.P.S. Fire some of your art droids immediately!!!!!

DEAR FAT BOY
Hello, it's me Toshi, the blue cousin of Yoshi. I am peed off to find Boshi didn't include me and Roshi in the meeting on the big star. I have a really good idea to blow up Yoshi. Well, I'm coming to the meeting any way. Let's change the name of the club to the L.B.U.Y.F.
I have a message for you, Fat Boy, you can get stuffed. You wouldn't believe how high the phone bill is in Dinosaurland for Telecom, it's $50 per minute and for Optus it's $25.
Toshi
Blue cousin of Yoshi
Dinosaurland (Glorp)
P.S. See ya at the meeting guys.
P.P.S. A kind human wrote this for me.


Scott Trewhella of Tumut NSW sent in this excellently rendered picture of Yoshi.

DEAR FAT BOY
Hi, it's me Hoshi, the green cousin of Yoshi. While Mario was looking for Yoshi and the Princess, I went and destroyed Bowser and kept his castle for myself. Just one word to Boshi, if you don't mind? Thanks a lot pal. If it wasn't for your stupid earthquakes Bowser's castle would still be in great condition. I couldn't find my lined pad (but I did in the end) and my scribe was dead, so I had to get a new one.
Plus my priceless chandelier was broken. So you'd better be scared. I know the mighty Dhalsim and M.Bison plus I can spit fire balls. Just thought I'd let you know.
Now, back to Fat Boy, I don't know where Nintendo get their crazy ideas from, Bowser should have been dead and Yoshi and Princess Toadstool should have gone because I - yawn - rescued them myself.
Well that's all from me. I'm feeling ... zzzzzzzzzzz.
Hoshi
ex-Bowser's Castle
Dinosaurland
P.S. Hoshi can't write or draw so a human did this for him.
P.P.S A big greeting to Yoshi. Joshi and Roshi but not Boshi.
P.P.P.S. Boshi, you die Ha Ha Ha Ha.

TO THE FOOLS, YOSHI, JOSHI, BOSHI, GOSHI & THE MARIO BROS
Fools! A few year's ago, Bowser, allegedly kidnapped Princess Toadstool and trapped Yoshi in an egg. This is partly true, the stupid lizard did kidnap the princess, BUT I KIDNAPPED YOSHI! Mum always liked him best so I put Yoshi in the egg! Ha ha ha ha! Don't pretend you don't remember me, you stupid freaks, it's me ZOSHI! I am your long lost evil brother! As for the rest of you losers, I eggnapped you and put you in the secret Star Road, but Mario and Luigi found you, freed you, fed you and you grew up! For that I must seek my vengeance on the damned Mario Bros! Zoshi has returned form the planet Orc and I will get you all!!
Lots of love
Zoshi, the Malevolent!
Planet Orc, right next to Mork's house!
P.S. Yoshi, Joshi, Boshi or Goshi, say hi to mum from me!
P.P.S. By the way Fat Boy, a "decent" supply of pavlova sandwiches is on the way by flying egg!

Well that's more like it! Yoshi's nemesis has revealed himself!

Blah, blah, blah... I'm back! Last month's missing transmission was entirely my fault, I do apologise. I shouldn't have trusted such things to fools while I was on vacation, but hey, I had a great time! All the lurveley pics of Cammy and co. that I had hoped to publish this month will have to wait until next month due to the vast amount of entries for the 'Real NMS' comp, but I've planned a nice surprise for you then. Send your questions, pictures and poems to Skull's Q&A, PO Box A305, Sydney South, NSW 2000. Actually don't send me any poems. The few that I have received in the past were utterly abysmal and painful to read!

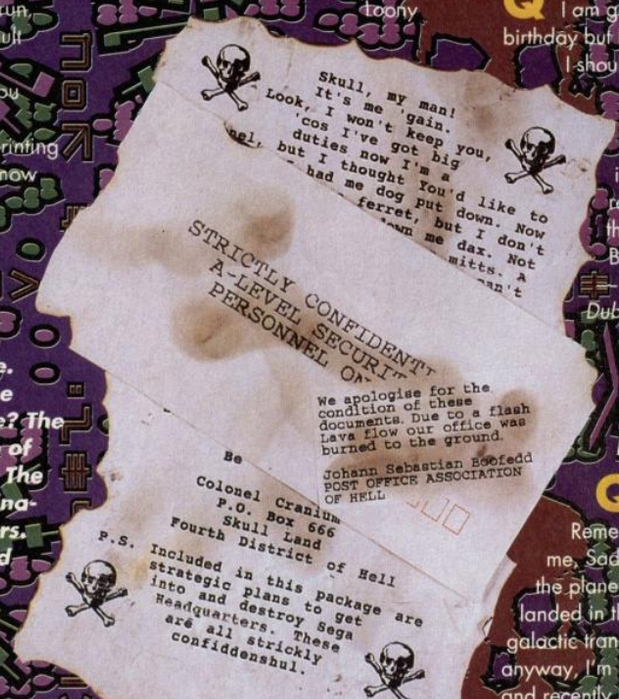
Q Skull, Mighty Lord Of The Galaxy, etc.
I have a few questions I would appreciate answers to - if it isn't too much of a bother.
1. Has the 32-bit anything that the 64-bit hasn't?

A stunning portrait of Chunners by Mark Withington.

2. I have played Shadowrun and I think it is pretty cool, except for one thing - it's too linear, you have to do certain things at certain times. Actually this is true of most RPGs. What I want to know is will RPGs have more scope for exploration and multiple endings on the NU64?
3. On the topic of the NU64, with all the hype over 3D games what will happen to the classic platformers like the Star Wars series and Super Metroid?
4. Will we see excellent games like Rebel Assault and Tie Fighter on the NU64? I think these games are cool - except for the mouse control which is horrid. If these games could be used with a regular joypad they would sell like hotcakes!
5. Back to the topic of Shadowrun, how do you find the AS-7 assault cannon and body suit?
6. In Desert Fighter how do you destroy the Zarek HQ?
Thanks a lot, a real lot for printing these answers in NMS. It is now unnecessary to revoke your Galactic Tyrant licence.
— Zippy Wonderdog
(No relation to Churchill's black dog.)

A ***Skull: 1. You'll see.***
2. Why should being on the NU64 make any difference? The Super NES is quite capable of games such as you desire. The only limitation is the imagination of the game's designers. Chrono Trigger is rumoured to have between twenty and thirty different endings depending on what you do in the game. Just because the NU64 has a capacity for larger games doesn't mean that they'll be any more involving or stimulating than they are now. Mind you, the good games will be very, very good indeed.
3. Don't worry, there'll be plenty of beautifully rendered, texture-mapped, etc. platform games and no doubt most of your favourite Super NES games will have sequels appearing on the NU64.
4. Of course they're terrible to play with a mouse! Those games were designed to be played with a joystick. It's like playing Street Fighter with a keyboard! The games you referred to probably won't be released on the NU64 because Lucas Arts are too busy working on new Star Wars games for the NU64.
5. Look for it!
6. Use your guns, bombs, missiles - whatever you have. If you don't destroy the Zarek HQ in time then we'll all die at the claws of the alien invaders!

Q I wrote to you two months ago and you didn't publish my letter! I wrote to you last month and you didn't print my letter! So I'm writing to you this month and you'd better print my letter, cause if you don't I'll track you down and blow your puny head off with a twelve gauge and then dance on your grave singing hallelujah!!!
So I'll ask you again!
1. When will the Animaniacs game on Super NES be released?
2. What do you reckon is the best Loony Toons game on the Super NES?
3. Give me a list of all the Loony Toons games available in Australia!
— A really, really, really (etc.) angry guy,
Noplace in particular.


Skull, my man!
It's me again.
Look, I won't keep you,
'cos I've got big
duties now I'm a
but I thought You'd like to
had me dog put down. Now
ferret, but I don't
me dax. Not
mitts. A
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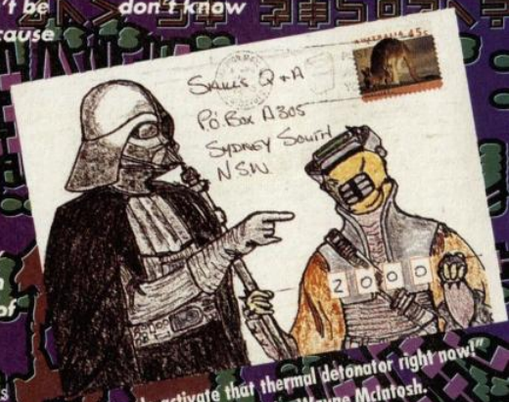
We apologise for the condition of these documents. Due to a flash Lava flow our office was burned to the ground.
Johann Sebastian Beefedd
POST OFFICE ASSOCIATION OF HELL
Be
Colonel Cranium
P.O. Box 666
Skull Land
Fourth District of Hell
P.S. Included in this package are strategic plans to get into and destroy Sega Headquarters. These are all strickly confiddenshul.

A ***Skull: Well then, punk, I guess this is your third time lucky.***
1. It's been out overseas for ages but it hasn't been released here because no one in Australia has picked up the license to distribute Konami games.
2. Look, most aren't particularly outstanding in the gameplay or originality departments so I don't know why you're getting so worked up about them.
3. Daffy Duck: The Marvin Missions; Tiny Toons: Buster Busts Loose and Tazmania have been released here. The following Loony Toons games have only been released overseas: Animaniacs; Tiny Toons: Wacky Sports; Speedy Gonzales; Bugs Bunny: Rabbit Rampage and Porky Pig's Haunted Holiday.



"You de-activate that thermal detonator right now!" Excellent work by Wayne McIntosh.

Q I am getting a Game Boy for my birthday but I can't decide what game I should get. I am a girl and I like platform games like Mario Land. Games where people get blown into a million pieces don't really appeal to me, neither do puny games like Barbie.
— Candice Fell,
Dubbo, NSW

A ***Skull: How about Kirby? Have you tried Kirby yet? Kirby's great!***

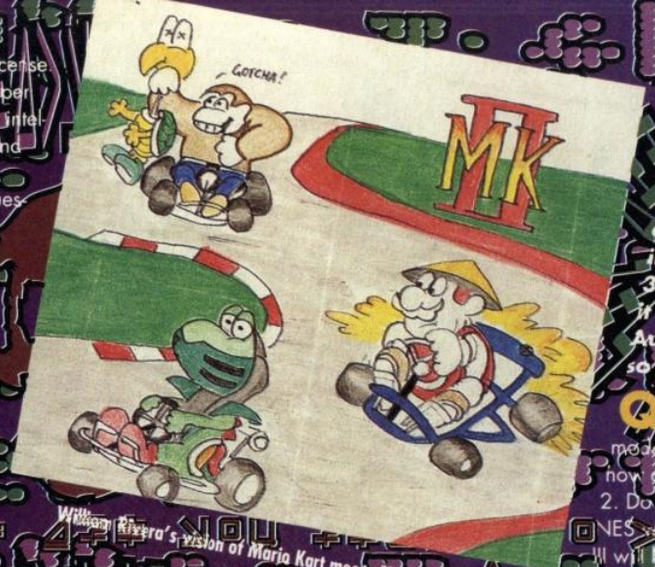
Q Dear Skull,
Remember me, old buddy? It's me, Sodo e Sempre. We met on the planet Zeylon when I crash-landed in the middle of your inter-galactic transportation station. Well anyway, I'm fairly new to this planet and recently bought a Super NES to kill time while I wait for my spaceship to be repaired. Yes, I crashed here

too. I really must go for my license. Well, I heard you have a Super NES too, and being the most intelligent being in the universe and all, I thought that you might know the answers to these questions.

1. How much will the Virtual Boy and its games cost?
2. When is Top Gear 3000 going to be released in Oz?
3. What do you think of Super Strike Gunner?
4. Could you do a full review of Top Gear?
5. And how do I go about joining your DSV cult?

Well, I might see you around the galaxy sometime.

— Sadoe Sempre
Awaiting repairs on Earth



William Rivera's vision of Mario Kart meets Mortal Kombat!

A *Skull: 1. Look, I've got no idea. Nintendo has yet to reveal its pricing strategy for the Virtual Boy or its games.*
2. Who knows? None of the local distributors do, that's for sure.
3. Not a great deal.
4. I'll give you an overall opinion. "Top Gear is fast and enjoyable for a while, but won't hold you interest for long once all the tracks are mastered."
5. DSV is not a club you can simply join, it's something that you're either part of or you're not. It's a way of life, and only you know if you live it.

Q 1. Will Sim Earth or Sim City 2000 be released in this country?
2. I heard that Street Fighter was being remade with characters digitised from the movie. Will this happen with future SF releases?
3. Like a PC game called Shanghai. Will this game ever be released for the Super NES?
4. As I am a Star Wars junkie, I was wondering if any of the FC games such as X-Wing or Tie Fighter will be released on the Super NES?
5. I've been waiting and waiting for Super Return Of The Jedi and I haven't seen it in the Cash Converters for it somewhere?

Thank you for your time as I know how busy you are answering much more interesting questions and sifting letters such as Mr Prassard's in the April issue.

Once again, thanks.

— Wayne McIntosh,
North Rockhampton

A *Skull: 1. Sim Earth is boring and crap. Sim City 2000 is available in Japan but there has so far been no announcement of a translation.*
2. The latest Street Fighter game is featured in the news pages of this very issue. Capcom has made no announcements regarding future Street Fighter games featuring digitised fighters.
3. It's your lucky day! Shanghai has been out for the Super NES for ages. It was released by Activision.
4. No news from Lucas Arts regarding future Star Wars games for the Super NES, but as I have already said, LA is developing a Star Wars game for the Nintendo Ultra 64.
5. Super Return of the Jedi was released earlier this year by Metro Games. Give them a call and ask if they have any stock left. The number is (039) 289 1999.

Q Yo Skull!
I have some questions for you. Please answer them for me.
1. Is Doom or Doom 2 coming out on the Super NES?
2. When is Death And Return of Superman coming out on Super NES in Australia?
3. When is the newest Super NES Spiderman game coming out?

— Daryl Kelland
Bega, NSW

A *Skull: 1. Ah yes, well... Doom on the Super NES. A favourite topic among my readers, one that I believe was touched upon last issue. What did I say then? Ah yes, I said Doom won't be coming to the Super NES. Er, well... I appear to have made a slight, umm, miscalculation. Between writing that then and this now, I have discovered startling new revelations concerning the Holy Grail of gaming. Yes, Doom IS coming to the Super NES! Praise be to the deity of your choice! See the news section as soon as you've finished reading Q&A!*
2. It isn't, but who cares? Doom is coming out! DOOM!
3. I don't know when it will be released in Australia, but it's crap so don't buy it.

Q 1. I heard about a modem for the Super NES, how does it work?
2. Do you think that the Super NES version of Mortal Kombat will be as good as the coin-op version of MKII?
3. Is Mario Kart 2 coming out on the Super NES?
4. What are the advantages if I convert my Super NES from 50Hz to 60Hz?
5. Donkey Kong Country and Samurai Showdown are 32 megabits each, can the Super NES play games that exceed this size?
6. What do you think of the Aura Interactors?

— William Rivera
Craigie, WA

A *Skull: 1. It is currently only operating in America. See the news section for more info.*
2. Yeah, probably.
3. Nope.
4. Games will appear as they were intended, full screen and full speed. The only problem is that the conversion will void your warranty and some television sets won't be able to cope with a 60Hz signal.
5. The limitation is not the Super NES so much as the cost. Extra memory in the form of ROM chips is expensive.
6. It's a plastic box that you put on your back and it vibrates in time with the explosions. If that sort of stuff appeals to you, fine. If not, spend the money on games.

Nat Young sent me this pic of Link fleeing Ganon's terrible forces.

Q Dear Mr Skull,
I am a 33 year old father of three sons. We enjoy reading your magazine, the others are absolute crap. Anyway, my sons and I have some serious gaming questions to ask.
1. When do you think the brain cells at Nintendo are going to give us the Ultra 64?
2. Do you think the Super NES will get a version of Killer Instinct?
3. Are you going to expose more of Killer Instinct's moves?

— The Family Farm
New Zealand

A *Skull: 1. Nintendo Australia is now exporting Super NES consoles and games to New Zealand and I assume they will do the same with the NU64.*

Like this one of Megaman by Jason Mitson. It's all done in biro.

2. Hmmm... I think it is possible. The characters in Killer Instinct are all sprites which have been pre-rendered so they could be put on the Super NES much like the graphics in Donkey Kong Country, although they might be a bit smaller. The backgrounds are the only things which are generated by the hardware on the fly, so these would have to appear on the Super NES as a non-moving flat background, but this wouldn't affect the gameplay. Yes, I think Killer Instinct could be converted to the Super NES, but Nintendo will be wanting to use it to sell the Ultra 64 when it's released so there might be a conflict of interest. Still, Rare could be putting the finishing touches on it as you read this, you never know.
3. The last two issues have featured heaps of KI stuff, and we'll put in more as it happens.

AH, ✱%0¢

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

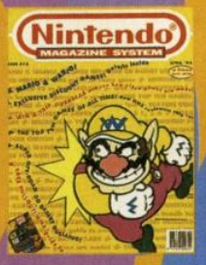
NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).

NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!???

How could ever call yourself a true believer???!!!

What you need are BACK ISSUES!!!!!!!

NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE**: Killer Instinct; **PLUS**: Virtual Boy Special, Street Fighter Anime Preview.

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE**: Super Punch Out; **PLUS**: Interview with Nintendo Australia's Marketing Director.

NMS 27 REVIEWS SNES: Front Mission, Brutal - Paws of Fury, Itchy & Scratchy, NBA Live '95, True Lies; GB: Desert Strike, True Lies, Mega Man. **GUIDES**: NBA Jam Tournament Edition (SNES), Killer Instinct (U64). **PLUS**: Ultra 64 Special.

NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.

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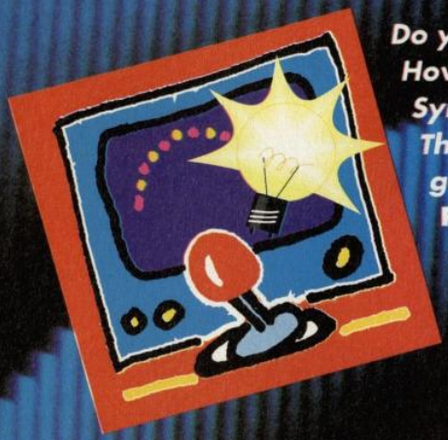


Do you have a tip for Tetris? A tactic for Test Drive? Found any cheats in Choplifter? How about a map for Megaman, or a warp for Wario? If you know of any secrets in Syndicate, hidden bits in Hagane, or passwords for Pilotwings, do send them in. There are people out there just dying to get to the next stage or to find the magic goblin, and only you can save them! So send your solutions to **NHS Tips & Tactics, PO Box A305, Sydney South, NSW, 2000.** *If your name appears next to a tip on these pages, you will receive one free comic of either Star Wars, Spawn, Simpsons, Mortal Kombat or whatever the latest Trielle Komix title is at the time.*

tips & tactics

GAME BOY

WARIO LAND

EXTRA LIVES: Kim Miller reminds us of this excellent cheat for Wario Land. Pause the game and press **SELECT** 16 times and a box should appear on the last digit of your life meter at the bottom of your screen. Press and hold **A** and **B** and you can change the value by pressing up or down.

CHEAT: Adam Paikos also has a cheat for this top little game and it gives you a head start when fighting the bosses. When you get to a boss pause the game and hold **DOWN/RIGHT** for about ten seconds. This can be done twice against the final boss.

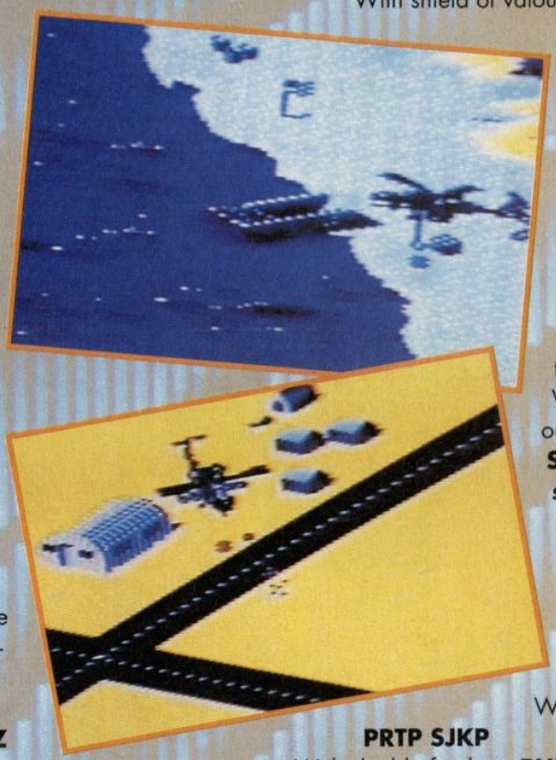
WARIO BLAST

LEVEL CODES: 1-2 **6007**, 1-3 **4778**, BOSS-1 **1415**
2-1 **5819**, 2-2 **0164**, 2-3 **0362**, BOSS-2 **1653**
3-1 **1048**, 3-2 **4628**, 3-3 **3710**, BOSS-3 **8282**
4-1 **4152**, 4-2 **3451**, 4-3 **4312**, BOSS-4 **0874**
5-1 **1909**, 5-2 **5010**, 5-3 **2904**, BOSS-5 **1726**
6-1 **3614**, 6-2 **0610**, 6-3 **9876**, BOSS-6 **9618**
7-1 **1884**, 7-2 **7702**, 7-3 **6925**, BOSS-7 **7110**
8-1 **5814**, 8-2 **8136**, 8-3 **0390**, BOSS-8 **3158**

BATTLE MODE CODE: 5656
POWER-UP START: 2264
To play as the other character, ie as Bomberman instead of Wario, simply reverse the code, eg. 1234 becomes 4321. The following people were the first of millions to send in codes and they shall all receive comics: Mark and Justin Vockins, Steven Smith, Mark Dodd, Ryan Newington and Peter Kehagias.

DESERT STRIKE

LEVEL CODES: Dominik Grzegorczyk sent us the level codes for the second and third missions.
Mission 2: **FJHGGL**
Mission 3: **GBXHDZ**



ROLAN'S CURSE

LEVEL CODES: All the way from Malaysia come these codes, courtesy of one Muhd Lakuan, to be precise.

Stage 2 with sword.
With chameleon's ring: **GRTS SHTP**
With magic axe: **GHTS SRTP**
With potion of life: **DTRS SKTP**
With power crystal: **PRRS STKP**
With shield of valour: **PHRS STKP**

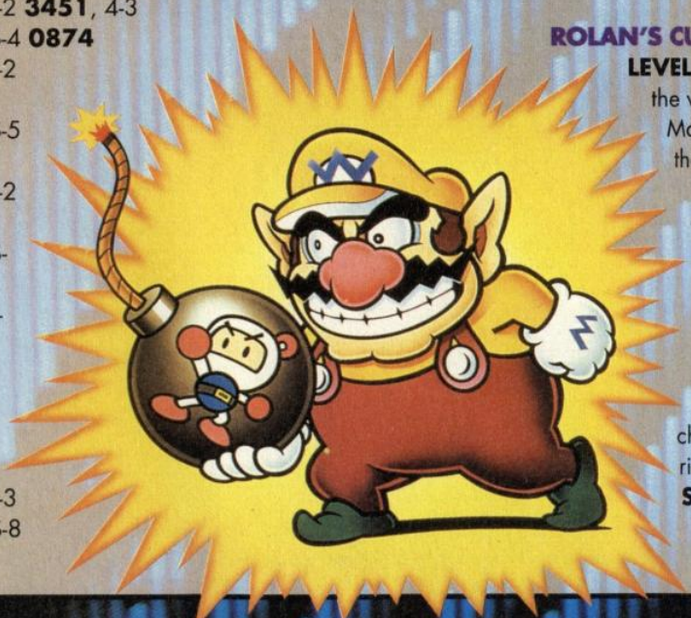
Stage 2 with fire wand.
With chameleon's ring: **QRRS SKTP**
With magic axe: **QHRS STTP**
With potion of life: **NRRS SKTP**
With power crystal: **PRRS SKKP**
With shield of valour: **FKRS STKP**

Stage 3 with sword.
With chameleon's ring: **QRTP SJTP**
With magic axe: **QHTP SSTP**
With potion of life: **NRTP SJTP**
With power crystal: **PRTP SJKP**
With shield of valour: **PHRP SSKP**

Stage 3 with fire wand.
With chameleon's ring: **GTTP SJTP**
With magic axe: **GKTP SSTP**
With potion of life: **DTTP SJTP**
With power crystal: **FTTP SJKP**
With shield of valour: **FKTP SSKP**

Stage 4 with sword.
With chameleon's ring: **QQRT TKKP**
With magic axe: **QGRT TTKP**
With potion of life: **NGRT TKKP**
With power crystal: **PQRT TKTP**
With shield of valour: **PGRT TTTP**

Stage 4 with fire wand.
With chameleon's ring: **GSRT TKKP**
With magic axe: **GJRT TTKP**
With potion of life: **DSRT TKKP**
With power crystal: **FSRT TKTP**
With shield of valour: **FJRT TTTP**



SUPER NES

DEMON'S CREST

LEVEL CODE: This code will give you 18 vitality units, all crests except heaven, all vellums, all urns and all talismans - crown, skull, armour, fang and hand! It's from Jason Gilbert of Victoria.

YSQP
LRMF
CJBR
BTKR

Unfortunately this code won't let you see the good ending so if you want to see it you'll have to get through on your own.

Jason also included a tip for getting more money. Once you find the talisman crown go to level two and head butt all the windows. Now that you have the talisman crown money will come out more frequently.

SHAQ FU

SECRET BACKGROUND: There is a secret background hidden in this cart and here's how to find it. Go to the options screen and very quickly press **UP, RIGHT, B, DOWN, LEFT, B**. Enter this correctly and there will be a yellow flash. Choose the two-player duel mode and press **X** and **B** simultaneously on both controllers. If you've done this bit correctly the background will disappear. This cheat was from Adam Paikos of North Beach, WA.

LION KING

LEVEL SELECT: Have we printed this before? I can't remember! Never mind, for Conan Langham was one of many to send it in. To choose your starting level in the Lion King go to the options screen, highlight the difficulty setting and press **B, A, R, R, Y**. This will give you a level select option.

ZELDA III

INTERESTING TIPS: Also from the "Pug from Crydee" comes these two interesting tips.

In the village in the light world there is a woman disguised as a chicken. To find her you must go to the top left house (the one with the mail box) and sprinkle magic powder on the chicken inside.

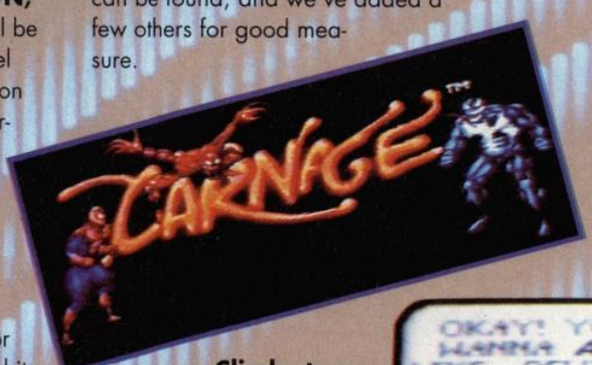
Another interesting place in the light world is the Water Fortress. Drain the water from the outside around the alter-ego fortress and pick up the fish out of water. Carry it upwards and throw it into the dark blue water and you will receive a reward.

SUPER METROID

AUTO GUN SELECT: If you are having trouble in switching quickly from a special item to your normal gun when the pressure is up here is what to do. Hold down the buttons **L, R, A, B, X, Y** and with them still held down press **SELECT** until you have highlighted the item you want, then release all the buttons. If done correctly the item will flash and each time you use it you will automatically switch back to your gun. This tip was sent in by someone wishing to be known as a "Pug from Crydee". Very well then...

MAXIMUM CARNAGE

HIDDEN BONUSES: Sean McInnes tells us of a couple of places where hidden goodies can be found, and we've added a few others for good measure.



Climb stage: Go to the window on the right of the screen on the bottom floor and jump up.

The Streets of San Francisco: Simply do a spin attack in front of the auto-teller.

Police HQ: Swing into the solitary confinement cell.

Rooftop level 3: Back-flip onto the skylight, but make sure you line up the perspective first.

Ruined Boys' Home: Do a special attack and Carnage will knock Spidey through the door of the orphanage.

NBA JAM TOURNAMENT EDITION EXPANDED ROSTER: To get an expanded roster, simply defeat all the teams *(simply?!?!)* and when it comes to the team select you will see a black box with expanded roster on it. Select your team and you will find an extra player on the team by pressing the **B** button. Start playing the game and you will find that the computer has a new secret player. When it comes to the tip-off you will find that the players have quicker throwing abilities and other cool stuff. This tip was sent to us by Mick 'The Legend' Saunders.

STREET RACER

SHORT CUTS: Young Russell of Lightning Ridge faxed us a whole lot of short cuts for this excellent four-player Mario Kart copy. We need your address Russell so we can send you a comic!

Helmut 1 - Just before the finish line is a small yellow sandy section. If you are using Hodja, Frank, Sumo or Helmut you can use their flight attack to jump over it.

Helmut 2 - After the finish line is a small turn followed by a large hairpin. After the hairpin is a fairly large grassy area that can be clipped with a flight attack.
Helmut 3 - After the first 90° turn there is a square patch of grass that can be clipped rather well with a flight attack.
Sumo San 2 - Near the finish line is a patch of gravel that you can cut across.
Hodja 1 - Just after the fountain in the middle of the road is another small fountain by the side of the road. Use a flight attack to glide between it and the inner wall.
Hodja 2 - Just after the second loop is a corner that can be cut. Don't try to go around the loops, cause it won't work!
Franky 1 - At the first major hairpin turn, just before the end, is a small pathway that you can drive through, saving you the whole corner!
Franky 2 - Instead of going through the winding grass road go straight forward through the concrete passage. You pick up about four turbos and cut out about a quarter of the track.
Suzulu 1 - Not much of a short cut really, but if you fly over the grassy patch in the middle of the road after the river you won't lose speed.
Suzulu 2 - Use a flight attack to cross the little lake on the left hand side of the road. Also, before the finish line you can fly across the large grassy patch to cut off the whole corner.
Suzulu 3 - There is only one lake in this track, so fly over it.
Biff 1 - Not much here, but you can save a bit of time by clipping a few corners.
Biff 2 - Just after the cross roads is a large corner worth clipping.
Raphael 1 - After the long road is a hairpin, then a grassy patch that you can fly over.
Raphael 2 - After the finish line is a green patch with a garden in the middle. You can fly behind the garden and cut off the corner.
Surf 1 Just before the island with the finish line is a little gap in the wall and an island to hop across on.
Surf 2 At the end of the first island take a sharp right and fly across the water then hop the rest of the way. This will cut off half the level!
Surf 3 - Just after Cape York (the track is shaped like Australia) you will find a small island to hop across.

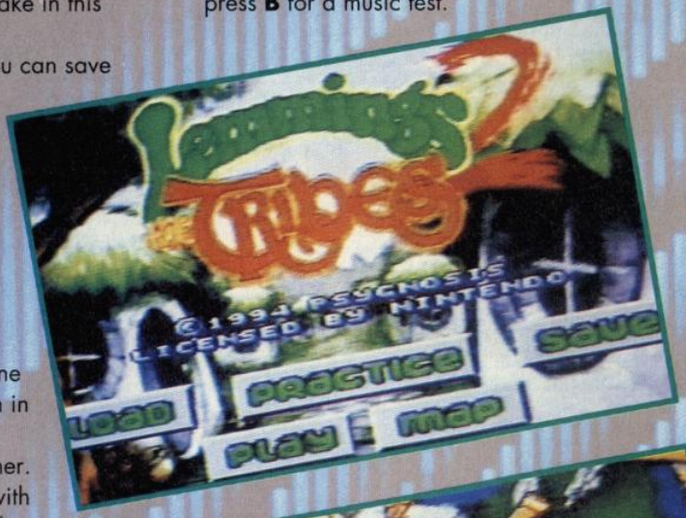
CRAZY CHASE

LEVEL SKIP: A level skip shouldn't really be necessary for this game, it's not terribly big and once you've played it a few times you shouldn't have much trouble getting through it again. But if you can't be bothered, we suggest you take notice of this cheat. When the title screen appears hold down the **L** and **R** buttons on both joypads then press the following buttons on both joypads to go to the desired stage.
Stage two - button **A**
Stage three - button **B**
Stage four - button **X**
Stage five - button **Y**

LEMMINGS 2

CHEATS: For a level select press and hold **L, R, START and SELECT** at the title screen. Alternately you can click the cursor on each door and window in the village on the title screen.

- Click on the dot of the **'i'** in the title screen and the lemmings will say "Oof!" when they fall.
- Move the cursor over the hole in the tree in the bottom left of the title screen and press **B** for a music test.



SUPER TENNIS

PASS CODE: This code from Ben Tremain puts you up against Don J.
C6PDJST K8XD3HR
FTLWJPC 2GNYBQ1
4065C6P DJSTK8X
D3H6XPT VCT
And on the player select screen press:
L,L,L,L,L,X,R,R,R, R,R,R,R,X with the second control pad and your opponents will hit the ball in slow motion.

X-MEN MUTANT APOCALYPSE

LEVEL CODES: Mmmmm... Mutants! The X-Men are pretty cool mutants. Almost as cool as the Stronty Dogs. Almost, but not quite..
Level Two: **GXWWWBCB**
Level Three: **BPPCMGMG**
Level Four: **XMGGMMM**
Level Five: **GXWWWBCB**
Level Six: **GXGWWMXA**
Level Seven: **BPCCMCPW**

BLACKHAWK

LEVEL CODES: A well 'ard game with big guns - that's Blackhawk. Here's some codes for the first three levels, courtesy of Zippy Wonderdog. Poor Zippy hasn't been able to get any further in this game and we're sure many others are stuck in the same boat (Amos still hasn't got the cart out of the box!) so could someone please provide the rest?
In the mines:
FBWC
QP7R
WJTV
RRYB
Swinging through the trees:
ZS9P
XJSW
CGDM
TJ1F
Wastelands:
GSG3
BMHS
Y4DJ
And here's a few tips, also from Zippy.

- To kill Andromedogs you must shoot them as they pause between shots. This is quite hard, but if you tap the shoot button while you are in the shadows you will pop off a shot and disappear back into the darkness quickly.
- To kill Grag' OHR wait until they are inching forward or pumping their guns then shoot them.
- It takes ten normal shots to destroy a laser cannon.

ACTION R·E·P·L·A·Y CODES

Ooo 'eck, there isn't many of them AR codes this month! Fortunately, there is one for Super SFII. I mean, what month would be complete without a Street Fighter AR code? Never mind though, I'm sure you're all busy coming up with codes for the games which have been released in the last few months. Aren't you?

SUPER NES

RETURN OF THE JEDI
7E0C 5A20 - Everything becomes invincible except for the Millenium Falcon. From Matthew Reid.

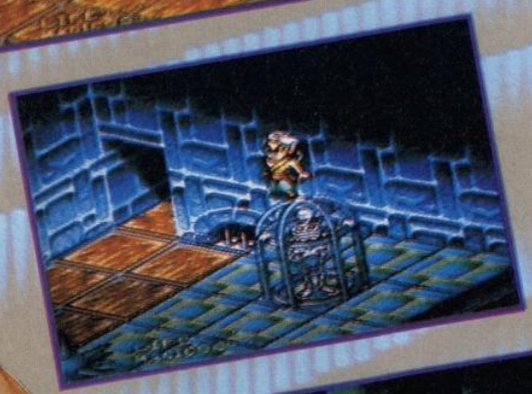
SUPER METROID
7E09 A619 - Does strange things to Samus' guns. From Craig Zammit.

TERMINATOR 2: THE ARCADE GAME
7E00 7F7F - Player one energy.
7E00 915F - Player one unlimited fire.
7E00 8B99 - Player one unlimited missiles. From Mr Nick Jones.

TOTAL CARNAGE
7E04 6301 - Infinite shields for player one.
7E04 AB01 - Infinite shields for player two.

EQUINOX
7E1F 13FF - Access to all weapons.
7E1F 15FF - Access to all spells.
7E1F FDCE +
7E1F FC32 - Infinite health and magic.

SUPER SFII
7E19 2999 - Freezes the timer.



GAME GENIE CODES

SUPER NES

How many of you have got a Game Genie? Not many, if the number of codes sent in is any indication. Jason Hitch, however, is one reader who does and he's willing to support it with these fine codes. Anyone else with Game Genie codes to spare should send them here. And if you don't have a Game Genie, please don't ring us up asking where the '4' or 'F' button is on the Super NES joypad!

PITFALL
74A4 CF69 - Sling stones do massive damage.
DDA6 3D69 - Infinite Stone of Pacal.
DDA5 1709 - Infinite sling stones.
DD6F C7A1 - Moon jump.

SUPER PUNCH OUT
C2A4 DFD4 - Almost infinite energy. Almost?!
DFAB AFDD - Most opponents stay down for the ten count.

THE OFFICIAL uniRally PLAYER'S GUIDE!

Exclusive®

A quick revision of our review printed a couple of months ago makes it obvious that we think Uni Rally is something pretty fab indeed. So this month we've gone direct to the game's creators, DMA, to have them pen a few cheats and hints for their cool racing game. Here is the very guide written by the guy who wrote the manual in the first place, with information from the guys who wrote the game in the first place! Therefore: This is the none-other-before-them, cast-in-stone, signed-sealed-and-delivered,official guide to messing about with Uni Rally from DMA Design.

THE HINTS

MAXIMISING STUNT SCORES

When doing stunts, the scoring works like this: Each stunt you do gives you points, right? Easy. But if you repeat the same stunt, you only get half of the value. Repeat it again; half the points again. See where this is heading? So the turbo-powered hint is: do different stunts! Try out each type of stunt in turn, then go for doubles, then triples. Shove those scores into the ionosphere!

FAST START

Scream away from the starting blocks! Leave a trail of pixels flying in your wake! As the race is about to begin, hold down the brake. Now at the same time hold down both the direction button & the flipper in the direction that you're about to be zooming in. When the countdown is between 0 and 1 let go!!!

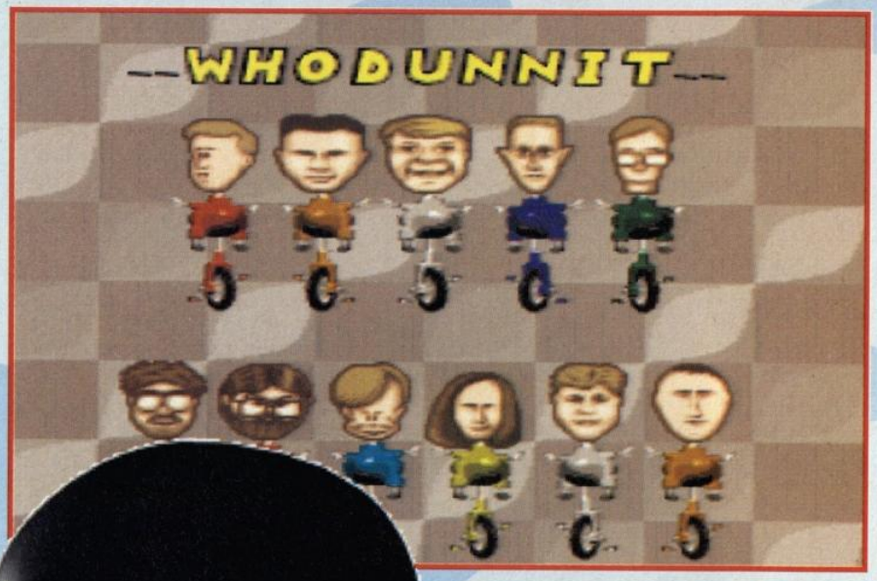
THE 'ROBBIE' METHOD

Because we have lived & breathed Unicycles for what seems like a million years, we know everything there is to know about Uni Rally. We have the cheats that would take mortals forever to find. Thus, we present the "Robbie" Method of cheating like blazes:

On a Circuit Track, simply hang around and let the other guy win. OK, so it doesn't sound too hot so far. But the sneaky thing is, there's a phenomenon called "Catch Up" built into the game which attempts to smooth out the differences between the greatest UniPlayers on the planet and the complete worst ones. (So that they don't feel too bad when they get pounded into the dirt.) When the other guy has passed the finishing line for the final time, the "Catch Up" will be at maximum so you can blaze around the Track as if speed limits didn't exist. You won't win of course, but your lap times will be the very living superbness you've always dreamed of and all those little stars will be your colour!

ULTRA CHEAT

Entering "FAE DINE" (Don't worry what it means, it's a Scottish thing) as a Player name will allow you to use all the Anti-Uni's special effects such as Hedgehog Mode and Barf Mode and so one. It's activated whenever you overtake the other Unicycle. The actual effect will be selected at random, so as you can see it isn't really a cheat to help you win, just one to help you make a nuisance of yourself.



THE 'COLIN' TECHNIQUE

When coming up to a loop the loop, what's supposed to happen is that a linear accelerator whisks you right the way around. Instead of letting this beast of a track dictate what happens to your Unicycle, simply brake hard immediately after the accelerator and turn round to go back. Now you can drop down the gap and continue as normal! Beware of messing up though, that could actually cost you more time.

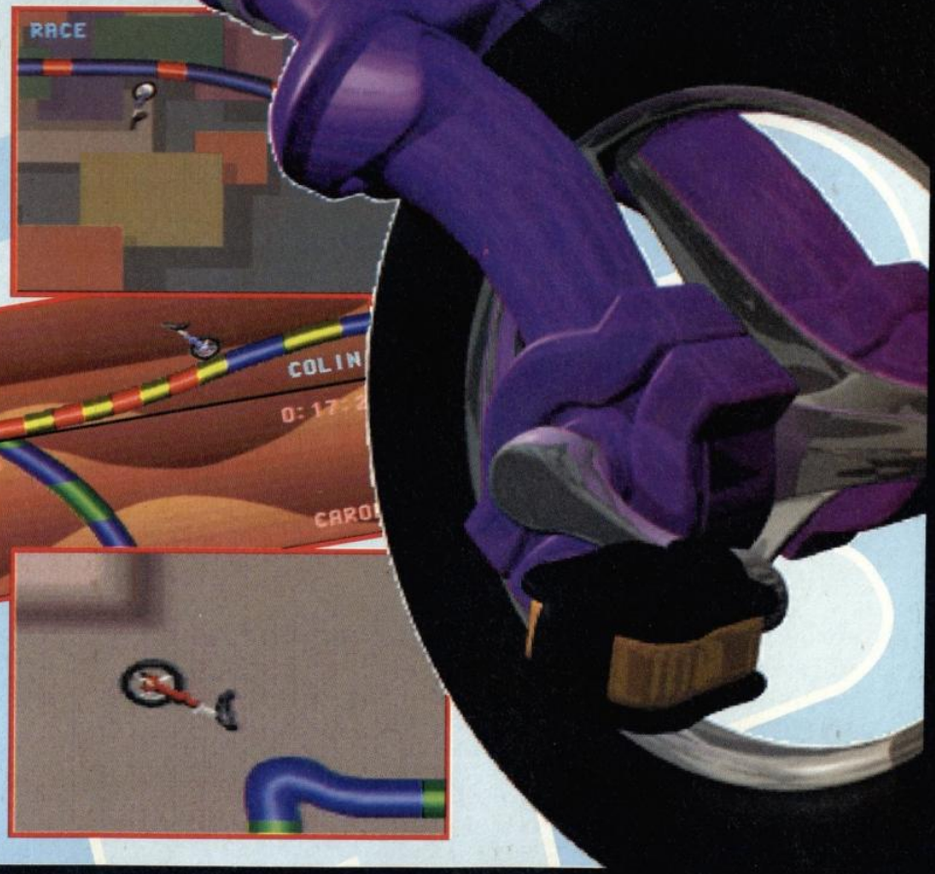
WIPING OUT

It's a good thing to get a speed increase by doing stunts. However, if you wipe out then all that speed increase will vanish leaving you as slow and cumbersome as the time you started! Extra speed is an obvious advantage in a race, but it also allows you to jump higher in the stunt tracks and thus gain more points. Don't wipe out. But then you knew that already.

CREDIT SCREEN

You've seen the strange mutant Unicycles with human heads haven't you? (Well you have if you're any good.) But of course you won't have, because you're currently reading the "how to cheat like crazy" section. On the main screen which has such diverse items as "1P", "2P" and a bunch of other stuff, hold down both paddles and - keeping them pressed - also press the down button and button B. A newspaper will roll into view. Tap any key to get another. Tap the key again to get the credits! These mutants are: (going across the way)
Robbie Graham (Hand drawn graphics)
Malcolm Maxwell (Main Programming)
Dave Jones (Wonderful Boss Man)
Andrew Innes (Front End Programming)
Martin Good (Rendered Graphics)
Steve Hammond (Instruction Booklet & This Text!)
Mike Dailly (Support Programming)
Colin Anderson (Music & SFX)
Craig Arbuthnot, Alan Findlay, Keith Whelan (Playtesting & Level Design)

SUPER SPECIAL THANKS TO ALL THE TEAM AT DMA FOR WRITING THIS GREAT PLAYER'S GUIDE



TRACK OVERVIEWS

Well you've got your grubby paws on the cheats, so now it's time to to put them to good use on the tracks. And here is the essential guide to all that is good and great on the circuits.

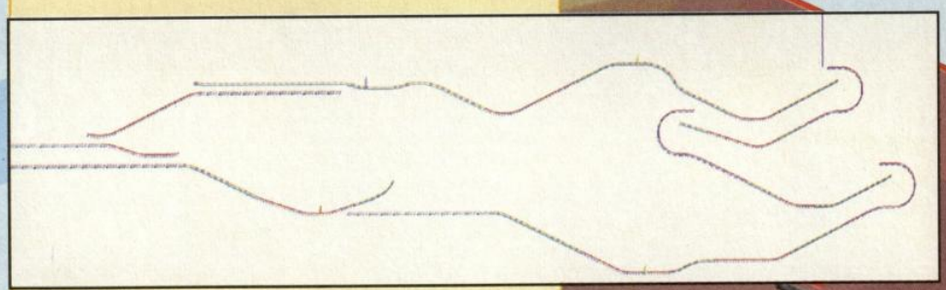
CRAWLER

DRAGSTER – LEFT TO RIGHT RACE

Oh come on! Do you really need help to figure this one out? Very well, this is all about optimising time and scores after all. Begin with a Fast Start (described earlier) and keep on doing combined Twists & Rolls for all you are worth.

ZOOM ZOO – RIGHT TO LEFT CIRCUIT 3 LAPS

After a small jump to start with, go down the red and blue track and slow down before you get to the bottom. Do another small jump and turn in mid-air. Because you won't be going very fast at this point, you'll save time when the linear accelerator shoves you across to the right. (This is a general purpose technique called "Knowing Where Everything Is.") Coming up shortly after that is the largest jump in this track. When you leap off of the end, it's the best opportunity for mid-air stunts that you will ever have. Make the most of it!



BOWL – STUNT

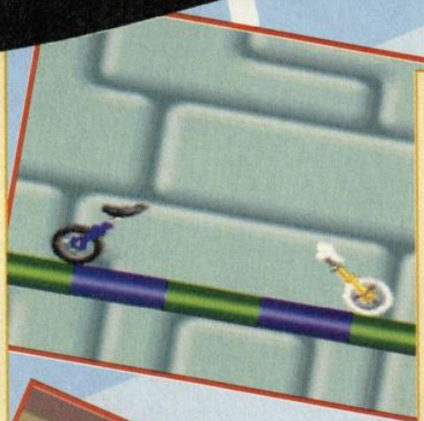
Find out what Megas are and do them! Don't wipeout, because it's uncool, makes you look silly and costs you all the speed advantage that you've gained up to that point! Bad News City!

SWITCHER – LEFT TO RIGHT RACE

There are two levels to this track; top and bottom. The top level is the one to go for, being shorter and less covered in paint. Try to time the jumps between levels.

MONSTER – LEFT TO RIGHT CIRCUIT 3 LAPS

Get in a couple of rolls right off the bat, before the network of Turn 'n' Burns looms large in your vision. Trying to jump in this part is a monstrously bad idea unless you have superhuman timing.



SHUFFLER

LOOPER – LEFT TO RIGHT RACE

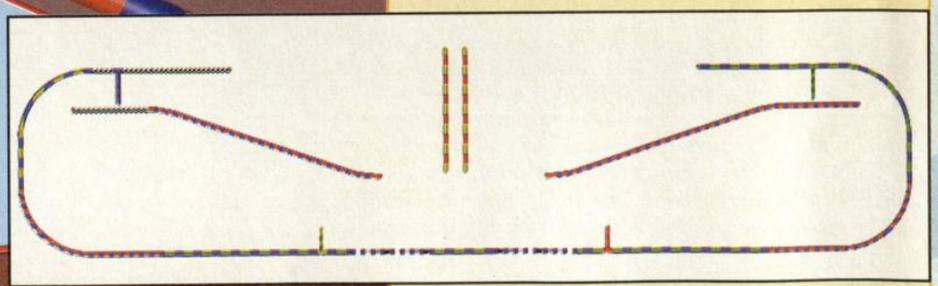
This is a big chance to put the "Colin Technique" described earlier, to use. There are a lot of loop the loops, hence the name, which can save you a lot of time if you can successfully do a "Colin" when you go through.

MEGA JUMP – LEFT TO RIGHT CIRCUIT 3 LAPS

Four rolls before looproundd, climb to jump, in the air do as much as possible, land, round turn 'n' burn, down and up hill, then roll, roll, roll!!!

FLAT RUN – LEFT TO RIGHT RACE

For something that claims to be flat, this is one of the wigglier tracks! There is nothing really seriously bad that can happen to you here, so it's more than OK to Twist, Flip and Spin without fear of flying off into infinity! Watch out for the direction of track reversing about halfway so that you won't lose a single second. Not one.



INFINITY – LEFT TO RIGHT CIRCUIT 7 LAPS

When seen in it's entirety, Infinity looks vaguely like a big infinity symbol. There isn't much scope to be clever, although the less rubbish amongst you may manage at least 4 Rolls each time around!

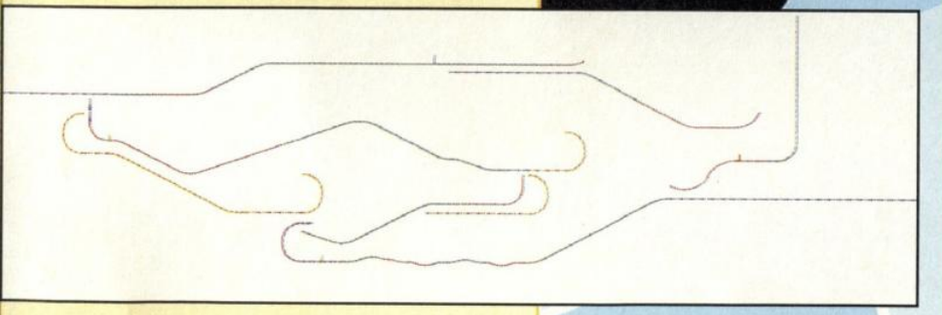
HOPPER

WARIO PAINT – LEFT TO RIGHT RACE

There is a lot of scope for rolling here. Simple as that. Or is it? — actually, yes it is.

CROCK – LEFT TO RIGHT CIRCUIT 3 LAPS

Having played this for a while, you'll probably have noticed the rather large vertical track that you smash into whilst going too fast. Remember, the maximum speed isn't always the best speed. Be ready for this and land properly. There are some vertical accelerators which shoot you above the track onto a horizontal accelerator. This is an opportunity for a quick bout of serious stunting. Make sure you memorise which way the accelerator shoots you on landing.



EAST – LEFT TO RIGHT RACE

Lots of airtime! Lots of stunts! There's a short-cut on this track: do a rolling jump at the end of the yellow section which will let you avoid the linear accelerator entirely.

HAIRPIN HILL

The important thing to watch out for here is the abundance of paint. There is very little scope to get away with poorly performed stunts, as poorly-timed landings always come a cropper.

WALKER

DRAG RACE – LEFT TO RIGHT RACE

You should be able to get three rolls in immediately. After the big-ish bump in the track there is the largest slope you're going to encounter this track. Make sure that you take full advantage of it by getting all those Twist Citys that you just know are possible. Aside from a patch of paint towards the end, the rest of the track should present you with no problems whatsoever. Not even a bit.

PING PING – CIRCUIT 3 LAPS

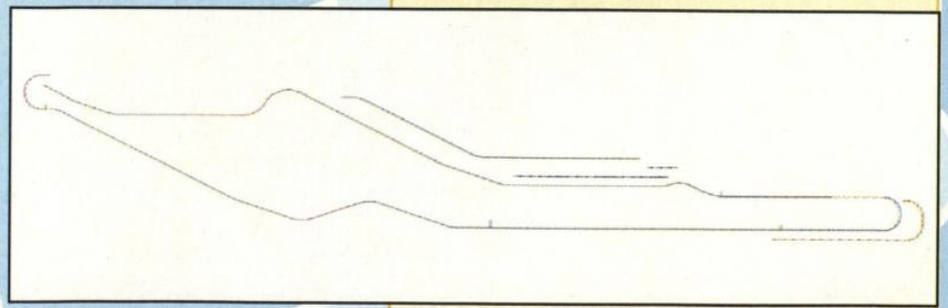
There are more loop the loops here where you can drop down instead of going all the way round, thus saving time. Plenty of flats too, so make sure that you do a lot of Rolling to ensure that decisive victories are yours!

HYBRID– LEFT TO RIGHT RACE

With each successive burst of speed you gain from a lot of stunts, you can make the next big jump even bigger.

SHORT CUT – LEFT TO RIGHT CIRCUIT 3 LAPS

A quick tip is not to be tempted into doing a big jump at the hill. Instead, use the downward path to find the short cut, that the name suggests, is lurking here somewhere!



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...your very own Surprise Phonecall from the Famous directory will put you in touch with the stars.

SURPRISE
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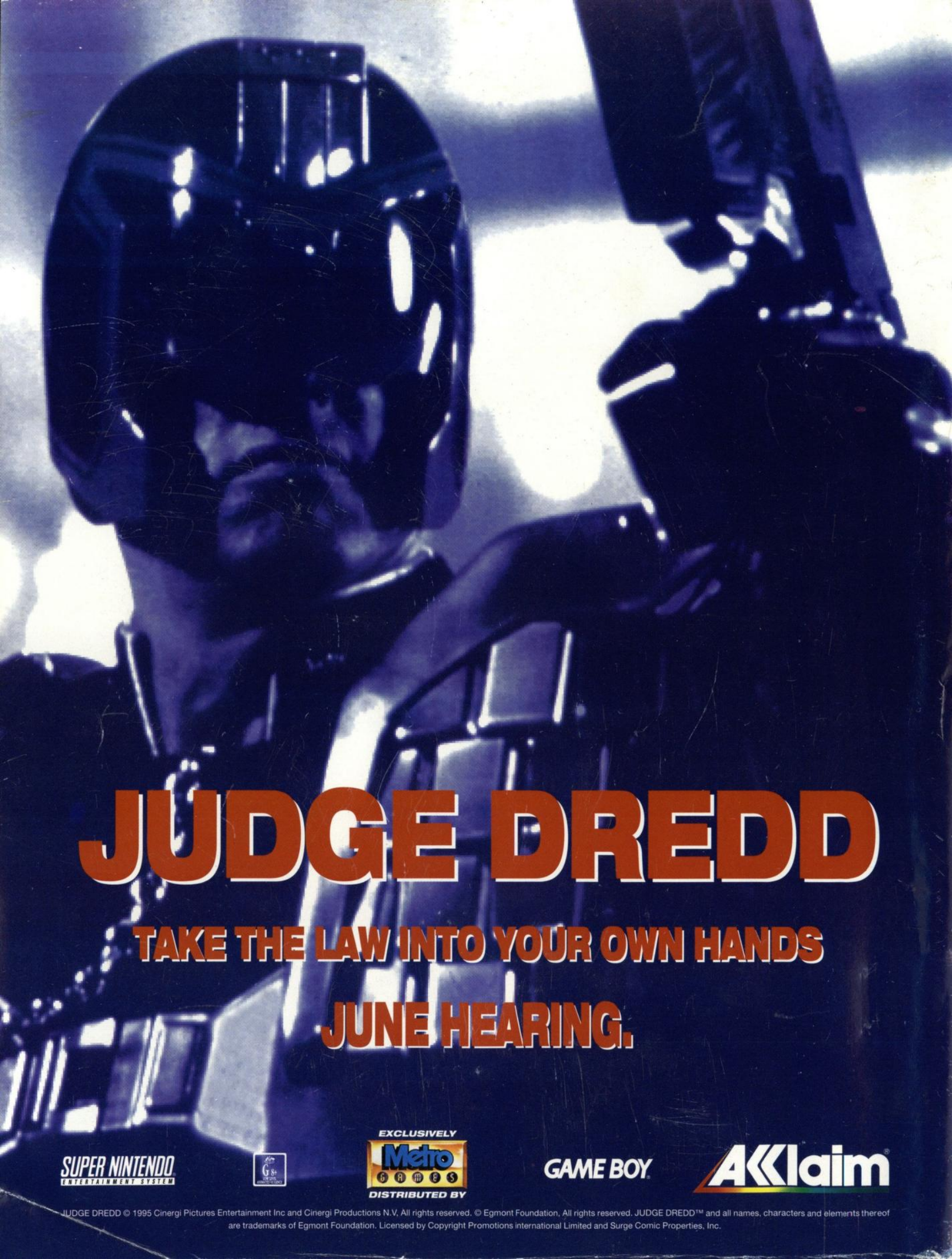

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